

No. 263 SPRING 2005

# W WARGAMES



**VIS BELLICA  
SCENARIO**



**1812 SKIRMISH**

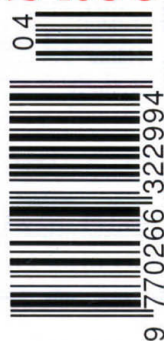


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Tel/Ans: 01202 297 344  
Fax: 01202 297 345  
E-mail: iain@miniwargames.com  
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Editor, Publisher  
Advertisement Manager:  
Iain Dickie. Tel/Ans: 01202 297 344  
Production Manager:  
Carol Kowalewicz. Tel: 01425 484793  
E-mail: carol@fordgraphics.co.uk  
Admin. Manager: Della Dawson  
Tel/Ans: 01202 297 344

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Tel: 01202 531659

# W MINIATURE WARGAMES®

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## EDITORIAL

Sometimes this office is really quiet. Della sits on her side of the desk and I sit on mine and we just get on with producing the magazine. Dave comes in twice a week to paint figures. Occasionally we get a student in for work experience and periodically someone will pop in. Today it all happened at once.



Ben Counsell was in for work experience, he plays ACW. Dave was in 'cos it's Friday, he plays and paints anything. Russell popped in for a chat because work was slack, he plays Ancients and while he was having a coffee Phil called in as well on his way to the dentist. He plays Seven Years War. Work ground to a halt while we chatted about rules, figures and conventions and Della got coffee for everyone. Now it's lunch time, I still haven't done the wages and we're due to go for a pizza. Publishing is really hard you know.

*Iain Dickie*

*Don't forget the next issue is on sale 29th March.*





*Alexander's lads square up to Porus' gang beside the Indus. See page 6 for details. Photography by Richard Ellis.*

## PIKE MEETS PACHYDERM!

### Alexander the Great and the Battle of the Hydaspes, 326BC

by Robert Avery

After conquering the Persians, Alexander continued his march to the East, eventually turning his attentions to India.

Taxiles, the first native ruler he encountered, preferred an alliance to a fight, and offered to bolster the Macedonian army with troops of his own provided that Alexander cross the Hyspades (Jhelum) river and attack his rival, the Indian King Porus.

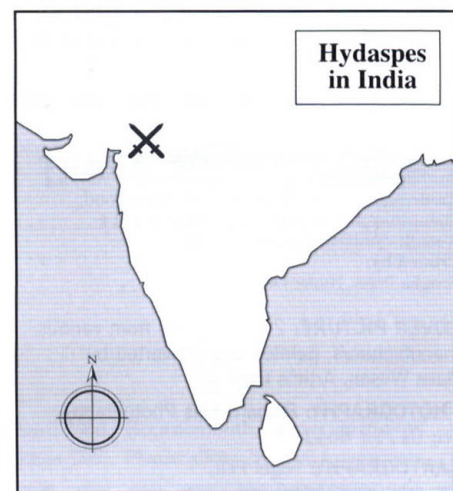
Porus was one of the most powerful Indian Kings. He reputedly stood seven foot tall (in sharp contrast to the diminutive Alexander!), and commanded a large army that included substantial numbers of elephants. Defeating him would effectively

cede north-eastern India to the Macedonians, and provide the first encounter between pike and pachyderm.

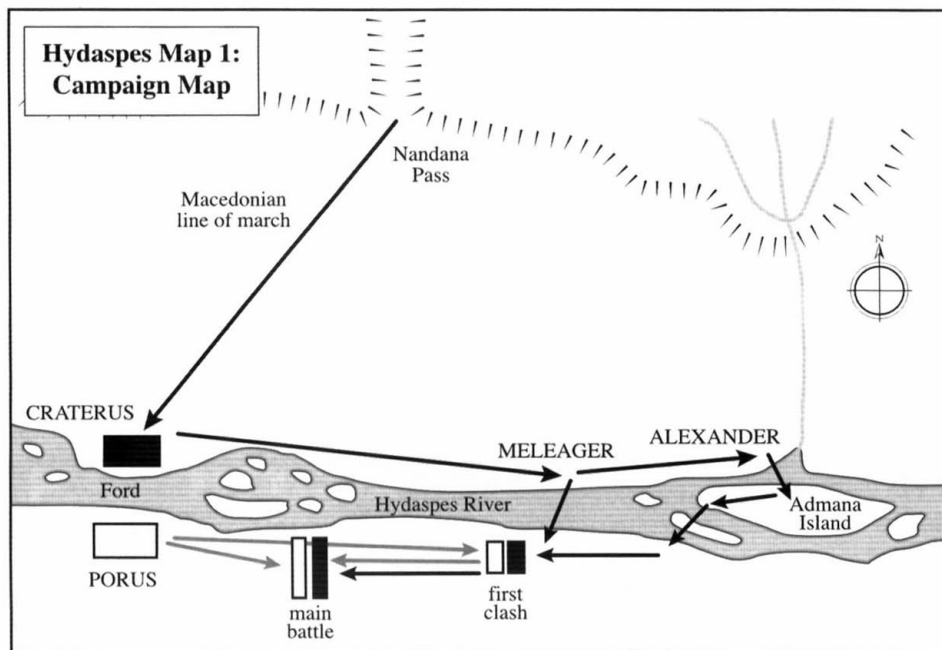
#### INITIAL MANOEUVRES

The Macedonians emerged from the Nandana Pass to find Porus' army blocking the main ford over the Hydaspes river.

After many feints, Alexander eventually decided to attempt a crossing at night and in the middle of a storm. He left 2,000 cavalry and 9,000 infantry under Craterus at the ford,







wing. The elephants were positioned at regular intervals in front of his infantry line (see map).

## THE FORCES

I have included army sheets for Vis Bellica on a 1:2 basis. This should give a substantial afternoon game. Those wishing to re-fight the battle on a 1:1 scale should double the number of bases shown, adding another level of Officers as appropriate.

For those using other systems, approximate numbers were:

ALEXANDER	PORUS
14,000 Phalangites	30,000 Mixed Infantry
3,000 Hypaspists	
9,000 Greek Mercenaries	
6,500 Mixed Light Troops	
2,100 Companion Cavalry	4,000 Mixed Horse
2,500 Mixed Horse Archers	300 Chariots
1,000 Mercenary Greek Cavalry	100 Elephants
1,000 Mixed Indian Cavalry	

These numbers represent the total troops available for each commander from the

and sent two distinct forces across the river on boats five miles and nine miles upstream. Closest to the ford was Meleager with 1000 cavalry and 16,000 infantry, whilst Alexander led the rest to a spot behind Admana Island (see map 1).

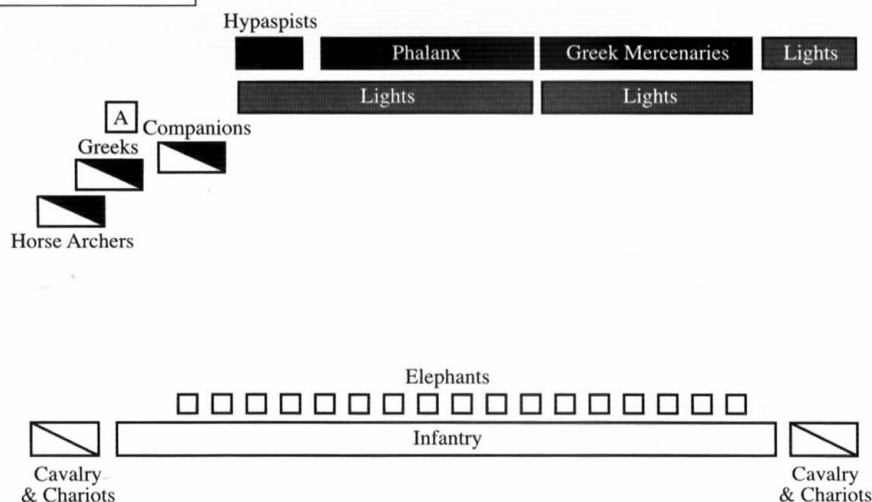
The crossing was not easy, the swollen river proving treacherous in the extreme, but eventually the Macedonian horse struggled over and sent out a cavalry screen to cover the arrival of the boats carrying the infantry.

By this time Porus had realised that something was up, and sent his son with the chariots out to scout. They soon encountered the Macedonian cavalry, but the Indians became bogged down in the muddy ground of the riverbank and were sitting ducks for Alexander's horse archers. Porus' son was killed, but survivors alerted the King to the Macedonians' presence, and his army moved off to intercept them.

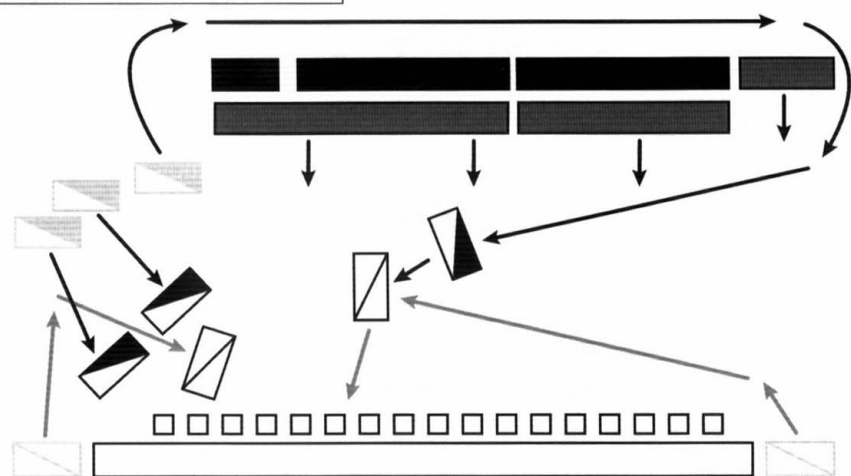
## INITIAL DEPLOYMENT

Concerned as to what effect the elephants would have on his cavalry, Alexander

## Hydaspes Map 2: Initial Deployment



## Hydaspes Map 3: Indian Cavalry beaten back into the Elephants



appearance of the Macedonians at the end of the Nandana Pass. See the 'Wargaming Hydaspes' section for more details on which troops are available when.

## THE BATTLE

As battle opened, Alexander quickly shifted half of his cavalry from the right wing to the left wing. The rest charged quickly forward into the Indian cavalry. Seeing his horsemen hard-pressed on the left, Porus sent his right wing cavalry across the front of his army to help them. These were then hit in the rear by Alexander's other body of horse, and began to collapse back into the elephant line (see map 3).

The Macedonian light troops then pressed forward into the now confused line of Indian elephants and horse, supported by the Macedonian cavalry under Alexander himself. The elephants were rendered useless by the harrying tactics of the lights and, as the Macedonian phalanx moved forward, ran amok.

Now one large confused mass, the Porus'









**Gareth Harding's 15mm Indians under pressure from Alexander's cavalry. Figures from various manufacturers. Photography by Richard Ellis.**

army was soon broken by a combination of steady phalanx and flank-charging cavalry, suffering huge losses as it attempted to flee (see map 4).

## AFTER THE BATTLE

Porus was wounded in the battle and captured by the Macedonians. Supposedly impressed by his demeanor, however, Alexander allowed him to continue to rule his kingdom, albeit as a Macedonian vassal.

## WARGAMING HYDASPES

The Hydaspes campaign can be wargamed at several different levels.

The army sheets attached obviously allow the battle to be re-fought using Vis Bellica: either from the moment the Macedonians appear on the field (i.e. including the crossing of the river) or just the final pitched battle itself.

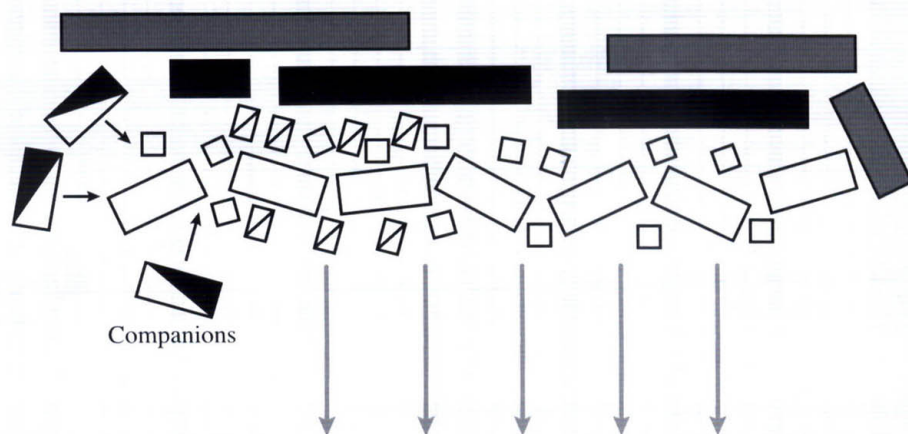
Other, more skirmish-orientated, rules could be used to re-fight the Indian chariots verses Macedonian cavalry encounter that preceded the pitched battle itself, or even a section of the main battle such as a group of Macedonian light infantry taking on a number of Indian elephants.

Also, the Macedonian river crossing could provide an interesting alternative to a pure wargame: with Alexander up against the elements rather than any human opposition.

Finally, there are several "what if" scenarios possible. What if Alexander had tried

to force a crossing at the ford: a repeat of the Granicus or a Macedonian defeat? What if Porus had crossed the river and met the Macedonians as they emerged from the Nandana pass? Could the Indians have kept Alexander bottled up?

## Hydaspes Map 4: Macedonian phalanx moves in, Indians collapse





# RECONNAISSANCE REPORT

## CAMPAIGN CORRECTION

The Campaign 2005 advert as featured in the March issue of Miniature Wargames should read: • 25mm DBR League\*\* (Individual entry) NOT 25mm DBM as stated.

## THE NORMAN CROSS EAGLE APPEAL

**Duke of Wellington to unveil monument at Norman Cross, Peterborough, Saturday 2nd April 2005.**

At 1.00pm on Saturday 2nd April 2005, His Grace the Duke of Wellington will unveil a monument to the memory of more than 1,700 mostly French prisoners of war who died at the Norman Cross prisoner of war camp near Peterborough between 1797 and 1814.

The monument – a cast eagle on top of a stone column close to the junction of the A1(M) and the A14 – replaces one which was erected in 1914 but destroyed in 1990 when the column was pulled down by thieves who stole the original eagle.

The Duke will be accompanied at the unveiling by local and national dignitaries. They will be escorted by history re-enactors in the costume of Napoleonic period soldiers.

Le Souvenir Français will lead the French delegation attending the prestigious and colourful ceremony.

The unveiling will be just part of a day of public education and entertainment at Norman Cross on 2nd April. A Napoleonic encampment and community at the Norman Cross gallery (about 400 yards from the memorial) will open to the public at 11.00am. Visitors will see British and French soldiers drilling, Regency-period gentlemen strutting with their ladies and showing off their finery and early-19th century food being prepared. A recruiting party from the King's German Legion will look for recruits.

The gallery is in the grounds of the house of the prison commander and the remains of the prison boundary walls are still visible. Guided talks will take place throughout the day to tell the story of the prison and the men held there.

Funding for the restoration of the memorial has come from the Local Heritage Initiative and a variety of local and international donors.

For further information contact: Peter Lee, 01780 782 703.

## PORTUGUESE SHOW

From 12th to 15th May the 9th Model Show at Oficina da Cultura in Almada, Portugal will take place, organised by our modelling society called AMA-Associação de Modelismo de Almada.

Our exhibition will present all kinds of models including military vehicles, ships, trains, layouts, figures, aeroplanes, cars, trucks and even slot-cars.

For more information please contact Pedro

Figueira through email: amamail@portugalmail.pt or by post at the following address: Apartado 531, Cova da Piedade, 2801-906 Almada – Portugal.

## BEER & PRETZELS GAMES WEEKEND

This year the Beer & Pretzels Games weekend happens on 14th/15th May 2005.

Usual place: Town Hall, Burton on Trent, Staffs, UK. Usual times: 10.00-10.00 Saturday, 10.00-7.00 Sunday. Usual ticket price: £4 per day, £7 for both. Usual facilities: Good food, good beer, good local B&Bs.

Free car park, free games library, free pretzel, Guaranteed playing space, Participation miniatures games, Hordes of the Things competition, Magic: The Gathering tournament, Vtes tournament, Bring and Buy stand.

Tickets on the door, or in advance from Spirit Games, 98 + 114 Station Street, Burton on Trent DE14 1BT, UK. Tel: 01283 511293. Email: salnphil@spiritgames.co.uk Mailto:salnphil@spiritgames.co.uk

For more information and updates see [www.spiritgames.co.uk](http://www.spiritgames.co.uk)

## OPEN STRONGHOLD

Stronghold Miniatures, the producers of Village Green, SDD Models, Pioneer and many more 15mm ranges are still open.

2004 was a bad year for the company after I was diagnosed just before Salute 2004 with a serious kidney problem and this has put back many of my range expansions and my ability to fulfil orders. I also reduced my UK show attendance because of this problem.

My condition is now hopefully controlled by medication but I want to apologise for the problems that people have experienced in trying to get hold of the products.

I'm still not back to a full eight hour working day, but every month I get a little closer and I'm slowly chipping away at the mountain of back orders. I'm still looking for a regular employee to help me manufacture, so if you think you fit the bill, drop me a line.

I'm hoping a full web upgrade (<http://www.stronghold-miniatures.co.uk>) will happen in March 2005, when my prices will also have to rise but anyone who still has an outstanding order with a valid card number will be charged at the old rate as an apology for the delay.

Meanwhile the old listing is still available as a pdf on the website.

I have a number of new products awaiting release for 2005, including new figure ranges which I will announce in due course.

My first show is York and I should be at Salute, Triples and Partizan. Please check other shows with the organisers.

Thank you for your patience and understanding. Mike Thompson, of Stronghold.

## Diary

Spread the word about your event and make sure of your entry on the diary and calendar by contacting the editor

11-13th March, Action. The Rheindahlen Rooms, Joint Headquarters, Monchengladbach, Germany. Bring and buy, DBM Competitions, demonstration and participation games, painting competition, trade stands. Contact nickparsons8891@yahoo.co.uk

13th March, Overlord. Fitzharrys School, Abingdon, Oxfordshire. 10.00am-4.00pm. Bring and buy, participation games, trade stands. Contact <http://abingdonwargames.org.uk>

\*\*19/20th March, Triples 2005, Octagon Centre, Sheffield Bring and buy, competitions (gaming and painting), Demonstration and participation games, trade stands.

19/20th March, War Cry. Scout Hall, Coleridge Vale Road North, Clevedon, N. Somerset. DBM competition. Contact Andrew Whiteby clevedoncomps@btinternet.com.

9th April 2004, Legionary MMV, Lower Exhibition Hall, Exeter University, Devon. Games, competitions, Trade, Bring & Buy. Free parking! Contact Marc Coupland 01392 217760

9th/10th April, BHGS Challenge, Ascot.

10th April, South East Toy Soldier Wargame & Modelling Show, Leigh City Technical College, Dartford, Kent. 10am - 2.30pm. 80+ Trade stands, wargame demonstrations and participation games. Large free car park and cafeteria. Adults £2.50, Seniors £2.00, Accompanied children Free. (9am Early entry ticket £5)

16/17th April, Guteng Schools Championship, Pretoria Boys High School, Pretoria, South Africa. Competitions only.

16/17 April, KwaZulu Natal Schools Championship, Maritzburg Christian School, 82 Topham Road, Pelham, Pietermaritzburg, South Africa. Competitions only.

\*\*23rd April, Salute, Olympia, London. Bring and buy, demonstration and participation games, painting competition, trade stands. Contact [www.salute.co.uk](http://www.salute.co.uk)

23th/24th April, DBM World's, Melbourne, Australia

30th April, Fisticuffs, Weymouth, Dorset

14/15th May, Campaign, Middleton Hall, Central Milton Keynes Shopping Centre. Bring and buy, competitions, demonstration and participation games, painting competition, trade stands. Contact Neil 01908 615 788

14th/15th May, Battlegroup North, Elvington.

4th/5th June DBM Doubles, Oxford,

12th June, Midland Militaire, Birmingham.

25/26th June, Western Cape Championships, Durbanville Preparatory School, Luckhoff Street, Durbanville, South Africa. Competitions only.

25th/26th June, Roll Call, Oxford.

3rd July, Bifrost, Liverpool

9/10th July, Attack, The Corn Exchange, Devizes. Bring and buy, competitions, demonstration and participation games, trade stands. Contact Chris Chilcott, 01225 706 658

9/10th July, KwaZulu Natal Championships, Alexandra High School, Pietermaritzburg, South Africa. Competitions only.

17th July, Sentry, Stoke.

23/24 July, SA Schools Championships, Maritzburg Christian School, 82 Topham Road, Pelham, Pietermaritzburg, South Africa. Competitions only.

30th/31st July, 'To The Redoubt' Eastbourne, Sussex.

6th/7th August, DBM Doubles, Leeds.

6/7th August, OE Winter Championships, Old Edwardian Wargames Club, 11 Ninth Avenue, Lower Houghton, Johannesburg, South Africa. Competitions only.

14th August, Firepower 2005, The Royal Artillery Museum, Woolwich, London. Bring & Buy, Trade Stands, Re-enactors, Demonstration & Participation Games and much more...

20th-21st August, Britcon, Manchester.

\*\*3/4th September, Colours, Newbury Race Course, Newbury. 10.30am-5.00pm. Bring and buy, competitions, demonstration and participation games, re-enactors, trade stands. Contact 01488 658 029

3/4th September OE Doubles Championships, Old Edwardian Wargames Club, 11 Ninth Avenue, Lower Houghton, Johannesburg, South Africa. Competitions only.

10th September, Border Reivers, Newcastle

10th/11th September, DBM International, Ghent, Belgium

24th September, Phalanx, St. Helen's

25th September, Wargamer, Birmingham

\*\*1st/2nd October, The World's, Derby

29th/30th October, Games Spectacular, Eindhoven.

\*\*19th/20th November, Warfare, Reading

10th/11th December DBM Doubles, Leicester.

10/11th December, SA National Championships, Durbanville Preparatory School, Luckhoff Street, Durbanville, South Africa. Competitions only.

## 2006

22/23 January National Team Trials, Old Edwardian Wargames Club, 11 Ninth Avenue, Lower Houghton, Johannesburg, South Africa. Competitions only.

\*\* See the MINIATURE WARGAMES stand at these shows\*\*

SEND DETAILS OF YOUR EVENT TO THE EDITOR. IF A LATER EVENT APPEARS BUT NOT YOURS SEND A REMINDER!



# Letters — Your Page

## GENERAL BATTLE HONOURS STORES

**Dear Iain,**

I hope you will publish the following in the 'Readers Letters Column' of your magazine.

On Saturday 13th November 2004 I visited 'Battle Honours', also known as 'General Stores', 3 Shore Street, Evesham and I cannot praise the proprietor, Ade, or the place too highly. There is ample parking immediately outside the shop, Ade couldn't be more welcoming and there is plenty of room to wander around looking at the stock on display.

This ranges from a very comprehensive selection of 'Games Workshop' merchandise to the complete range of 'Old Glory 15s' via a good selection of terrain boards and pieces, various other fantasy and sci-fi models and Battle Honours' own excellent ranges. 'Gripping Beast' are also manufactured on site.

No one is under pressure to buy – indeed the first questions you get asked when you enter are; what would you like, tea or coffee and how do you take it? Even my long suffering wife felt as though she was welcome and, what's more, Ade lets you leave your car in his car park if you want to wander into town – and that is worthwhile, too. Evesham is a lovely old market town, largely unspoilt with lots of character.

There aren't many of these independent wargames shops left now – I can only think of 'The Keep', Devizes, a shop in Ilkely (where I have yet to go), 'The Little Soldier' in York (and I'm not so sure that exists anymore) and 'Caliver Books', Leigh on Sea (and you could argue that's more of a bookshop than anything else). Time was, especially in the 70s, there were dozens of 'em up and down the country and they were brilliant for the hobby, a place where you could just buy a couple of figures and have a chat, get some ideas about modelling and painting and just spend a pleasant hour.

With all due respect to 'Games Workshop', the independents in general and 'Battle Honours' in particular, deserve our support. So if you're in that part of the country, give Ade and his guys a look.

It'll be worth it, believe me.

**Ernie Fosker,  
Tiptree**

## GOOD COLOURS

**Dear Sir,**

I wish to thank and say how much I enjoyed the participation wargame by the Herne Bay & Whitstable Wargame Club at Colours. This is the first time in 37 years (I am 41) wargaming I feel I must put pen to paper (or type). I found the members who ran this were more than friendly and were happy to speak to anyone passing, which I have found lacking at some other tables.

Further, I am very pleased to say that

whoever makes the decision for the venue for these shows has now realised that there is a need for open spaces. Having attended shows from the late 70s to Salute in Kensington I was beginning to not bother going. A quick word of warning – I do attend the shows and spend approx £80 (not a lot) but if the venue is cramped forget it.

**Alan Rhodes,  
e-mail**

## GREEK A/T RIFLES

**Dear Iain,**

In response to Alexei McDonald's uncertainty about what anti-tank rifle the Greeks used in his Greek Army 1940/41 article in February's issue, they used the popular but bulky Swiss solothurn. 15mm players could perhaps do a head swap conversion on my Hungarians for LKM Direct ... or various Italian ranges in different scales.

Cheers,  
**Steve Cooper,  
e-mail**

## MW SCENARIOS

**Dear Iain,**

Just a quick response to Stephen Maggs (MW 261). Yes, I routinely play the ECW scenarios in your pages – those written by Stephen not excluded – and I'm very grateful for them.

The battle of Whittington (MW 251) rendered an exciting game and a narrow Royalist victory; I chickened out of Philiphaugh (MW 240) but only because I couldn't think of a way of giving Montrose a fair chance of winning and my (14-year-old) Montrose is rather averse to uneven battles. Montrose does have a reasonable chance at Carbisdale (MW 197) and that scenario is absolutely brilliant. I've played it three times to date, with a different outcome in every case. I use the '1644' rule-set, which is fine for these sort of battles. Carbisdale wouldn't work using DBR but with most other rule-sets it would be fine.

**Andrew Coleby,  
Didcot**

## GAMES WORKSHOP

**Dear Iain,**

The letter from Brett Matthews in MW 261, about Games Workshop, deserves a response, if only to encourage and inform a new member of our hobby.

It's certainly true that GW comes in for a lot of stick from all sides of the wargames hobby. Fantasy players often deride it because their rules don't fit with their perception of what fantasy is (usually with reference to LOTR). Historical players are equally scathing, usually about the fantasy aspect in general (well, it's not real, is it?). Both sides moan about the high cost of the figures, although there is grudging admission

that their castings are of high quality and are easily available.

I was introduced to GW fantasy about five years ago and have played it extensively since, to the detriment of my former historical bias (although, what is Carthaginians versus Early Imperial Romans under WRG 6th if not fantasy?). I have found the game to be relatively easy to learn, commonly understood and in widespread usage and, above all, fun. On those points alone, I think GW games hit the right targets.

GW is, of course, a business and businesses exist to make money. Hence the high price of their products (which are only so high because buyers don't shop elsewhere), and their insistence that only their products are used in their tournaments (after all, he who pays the piper ...). Alternative, and invariably cheaper, figure ranges are available if you want to order by post or got to conventions, or there is a thriving secondhand market (including convention (bring and buys and eBay). But, it has to be said, the common thread is the GW brand.

I am certainly not a GW apologist, nor a corporate slave. However, I do feel that GW has come closest to producing the Holy Grail of a universally adopted and understood rule mechanism which can, with minor adaptations, be applied outside the realms of Tolkien and the 41st Century. In particular, the games in their Specialist range ([www.specialist-games.com](http://www.specialist-games.com)), such as Mordheim (medieval skirmish), Necromunda (near future skirmish) and Warmaster (battalion-level actions with small-scale figures) can be used for a range of historical wargames. (I'm currently painting a whole load of 6mm Irregular Miniatures WWI, British and German, to use with a Warmaster WWI variant that I found at [www.freewargamesrules.co.uk](http://www.freewargamesrules.co.uk)) The Warhammer 40K rules have been successfully adapted for WWII from their website, without the historical figure ranges to recover their costs – and there's very few wargames manufacturers who are big enough to do that!

To conclude, I feel that GW have rightly earned a place in the wargames hobby. Whether that is a high or low place is up to personal preference (when I first started in the hobby, a lot of people held Phil Barker in contempt, but you have to say that he has achieved a lot for wargamers). But, in my opinion, GW should be tolerated, indeed respected, and anyone who uses their products to wargame should be made as welcome as those addicted to WRG, Newbury, Irregular, Foundry, or any other rules or figure provider. After all, it's just toy soldiers and a harmless pastime – isn't it?

**Chris Hall,  
Berkshire**



## BOOK REVIEWS

**CONTINENTAL INFANTRYMAN OF THE AMERICAN REVOLUTION**

Written by John Milsop, illustrated by Steve Noon. Warrior by Osprey Publishing.

Another in Osprey's Warrior series, this book covers the birth of the United States Army. It begins with a brief chronological history of the Revolution and then goes on to cover the enlistment, training, equipment and actions fought by the Continentals.

Starting with the first, untrained, ill-equipped units it covers their struggle to survive, details von Steuben's training at Valley Forge and the writing of the first manual and goes on to the successes of the latter part of the conflict.

The colour plates are well drawn and unusually show uniforms that have seen some wear and tear rather than the pristine dress as it was issued. There are also several illustrations of equipment, both in the colour pages and as photographs in the text. This is a nice little book and I have no hesitation in recommending it as an excellent basic introduction to the American regulars of the period. **DC**

**AUSTRIAN COMMANDERS OF THE NAPOLEONIC WARS**

By David Hollins, illustrator Christopher Rothero, Osprey Elite Series 101

With the Elite series having gone over 100 it's no revelation that this series ceased being about elite troops some time ago and became a souped up men at Arms collection, which is just as well when one comes to Austrian commanders of the Napoleonic Wars.

The book is the usual format we have come to expect from Osprey's forays into potted biographies, and as a concept it's very useful indeed. Inside after the obligatory introduction comes 29 short histories with much emphasis being placed on what few successes they achieved, mainly of course during Republican times.

The meat of the Elite books is the 8-page colour section though. In this case I'm not overly impressed. The faces look like doll masks and, whilst brightly coloured, the lack of any backgrounds detracts from the quality. As for the low-resolution photo of re-enactor Romain Baulesch, surely a better quality version could have been found?

Verdict: Interesting rather than commanding. **IB**

**GERMAN BATTLESHIPS 1939-45**

Osprey New Vanguard 71, Gordon Williamson, Ian Palmer (illus.) Osprey Publishing

The latest in the Osprey 'New Vanguard' series is the first in a series of five books covering major warships of the Kriegsmarine in the Second World War. This volume deals with Scharnhorst, Gneisenau, Bismarck and Tirpitz, and also the two pre-dreadnoughts Schlesien and Schleswig Holstein. The latter is notable as having fired the first shots of WW2. Six chapters briefly cover the design, development and operational histories of the ships, from

Schleswig Holstein's role in the start of the war at Danzig, the Norwegian campaign, the 'Channel Dash' the Atlantic forays of Scharnhorst, Gneisenau and Bismarck through to Bismarck's sinking in May 1941, the sinking of Scharnhorst at North Cape, Tirpitz's destruction at the hands of the RAF, and the ignominious fates of the other three ships. Other chapters briefly cover fire control and rangefinding, radar and the quite extensive descriptions which accompany the colour plates and which in some cases add significantly to the preceding chapters as well. As we have come to expect from Osprey the text is ably supported by a wide selection of photographs and other illustrations. The usual selection of colour plates in the middle of the book include colour schemes, interior cutaways and some very nice 'action' views, in particular a lovely painting of Bismarck in action.

There are a few minor errors; Duke of York is described as having 15" guns when she actually had 14" guns, and Bismarck's armour is described as being capable of defeating any enemy armament at the time the ships were conceived, whereas in fact she was ably dealt with in no small measure by HMS Rodney, a vessel many years her senior. The cutaway painting of Bismarck is excellent but seems to have omitted details of the ship's important side protection system. Also I felt that there was an opportunity missed to dispel the 'myth of invincibility' which has surrounded the Bismarck and Tirpitz since the war, whereas one gets the feeling from the text that the author subscribes to the popular idea that these were indeed 'super ships'. Despite evidence to the contrary, they are still often hyped in the 'popular press', whereas they were actually rather poorly laid out, with a largely ineffective armour scheme that failed to protect the ship's control systems, confirmed by research over the last few years arising from the Channel 4 expedition to survey the wrecks of Hood and Bismarck, and the recent survey of the Scharnhorst. It is a shame that this opportunity was missed as, in many quarters, the Osprey series of books are treated as gospel and a more realistic handling of the design aspects here would have gone a good way to putting the alternative view. These points aside the book is a useful addition to the series and serves as a good starting point for further reading on the subject of the German battleships. **DM**

**UKRAINIAN ARMIES 1914-55**

By P Abbot & E Pinak Illustrated by O Rudenko & D Adamenko Osprey Publishing Ltd - Men At Arms No 412

The Ukrainians are the largest of the long-submerged nations of Eastern Europe. They are the least known to Westerners. This publication gives, by necessity an overview of the diverse and fragmented Ukrainian military forces of the period 1914-55. There can be no region in Europe whose history has been more tortured than the Ukraine.

During the 20th century Austria, Poland, Russia, Germany, Hungary, Czechoslovakia and Romania vied for power over parts of this vast and fragmented area. It is a story interwoven with the fall of the Russian and Austro- and Hungarian Empires, and the greater happenings of the Moscow based 'Red' Bolshevik revolution, in greater Russia, and the various Russian revolutionary civil wars, between the 'White' counter-revolutionary forces of general Denniken, the Russo-Polish War of the 1920's.

Amid this chaos is detailed the various political changes to the ruling government and its effect on the military formations of the Ukrainian national armies and their consequent uniform changes. It also deals with the German occupation of 1939-45 and the raising of the Ukrainian local police security detachments of the Schutzmannschaften or Shuma. Details of the Waffen SS 14 Waffen Grenadier Division der SS (ukrainische Nr1) are given. All from a Ukrainian national and political aspect. Finally coverage of the anti-German, anti-Soviet Ukrainian Insurgent Army is given – this force conducted operations in the Ukraine from 1941 – 1955. For anyone with an interest in eastern European early 20th century military history this is an excellent, but brief, introduction. The myriad uniform styles are well illustrated in the colour plates and rare uniform photo illustrations. The photo illustrations are not exactly the best quality – being of necessity rather from obscure sources – but they are adequate.

The quality of the colour art work is also not the best – compared to some of the other illustrators Osprey has on its books – but again is adequate. But 'you pays your money and makes your choice'. With the sometimes chaotic 'musical chairs' aspect of the political government of the Ukraine in 1918-1925 it would make an ideal wargames campaign what with the somewhat colourful and exotic troop and unit uniforms. Along with the 'outside' influences of the 'Reds', 'Whites', Allied Interventionist, Poles, Czechs, German and Austrian forces to mention but a few. As a new 'period' it could be an interesting adjunct to the people who wargame the Russian Civil War period. Finally would I buy it? Well 'you pays your money and makes your choice...' **JM**

**ESSENTIAL HISTORIES; THE PELOPONNESIAN WAR 431-404 BC.**

This book gives a clear account of the conflicts between the city-states of Athens and Sparta. Although covered in many books before this one, this has a clear mission to give a full and well-organised yet digestible account for both the enthusiast and the war gamer. The illustrations and maps are some of the best yet produced by Osprey and help to make the period understandable and exciting for the reader. The book gives a full chronology, insights into the political and philosophical ideas of the period and descriptions of both land and naval forces. One of the most interesting parts of this book is called Hipparete, an Athenian woman. This small chapter gives a real insight into the life, hardships, triumphs and lifestyle of Hipparete and women citizens like her. A fine addition to an excellent series. **PS**



## BLenheim BATTLE FOR EUROPE – How two men stopped the French conquest of Europe

Charles Spencer, Weidenfield & Nicholson,  
352 pages. 16 pages of illustrations and 3  
maps. Paperback. ISBN 0-297-84609-4  
£20.00

As a Marlborough enthusiast and wargamer I grabbed this latest work about the Battle of Blenheim with alacrity. However, I was disappointed. I had thought that with a new writer coming fresh to Military History that we might have got something radically different, but I regret this recent release is less of a rethink and more of a rehash of what had been written before. Charles Spencer does a pretty good job of tying together the findings of others, and he can write with a dramatic sense that ignites the cordite, but I cannot help but be disappointed that somebody with his connections for access to private papers, and the time to undertake a deep investigation, should produce something so worthily mediocre; the whole thing from grand concept to fascinating detail just left me wanting a lot more.

I have some 'more academic' reservations about content but my biggest beef as a wargamer and battle enthusiast is that of its professed 352 pages, only 62 are specifically ascribed to the battle and this is dramatically reduced to 48 by allowing for half page chapter endings and headings, pre-amble and digressions. If we deduct the longer quoted passages then Spencer's own tale of events becomes more of a booklet – a good booklet, but a thin work indeed; plus, we only get three maps and only one of those features the battle of the title. This isn't really about Blenheim the battle. I am sorry but I cannot take a book that purports to be about a battle that only has one diagram seriously as a battle book! Added to that there is not much serious contemplation of the terrain or the action; preferring simple reportage over analysis and implication.

Despite Blenheim – Battle for Europe being hardly a battle book, it is still good value for money, because Spencer does provide a lot of information about: the social and political background to Louis XIV and his aspirations to European/world domination; the careers of John Churchill and Prince Eugene; and the whole situation of the Spanish War of Succession. We get the Dutch question explored and the story of the campaign including the famous Danube March and the Storming of the Schellenburg. Much of the book is devoted to the whole of 1704 and the Danube Campaign in particular, and we get extensive quotations from the recognized diarists, compilers of accounts and writers of military history. Spencer freely uses them to tell his tale but I was disappointed again that many of his more unusual sources were often taken from a Marlburian doyen such as Coxe, Churchill or Chandler. It's decent background reading and full of stuff for campaign organizers but Marlburian gamers will be a bit disappointed with what they get.

There are exciting moments and his description of the fate of Holstein-Beck is excellent, but most sources have been quoted many times before. Contemporaries Parker, Blackadder and Merode-Westerloo, Victorians Coxe and Alison, and 20thC writers Atkinson, Winston S Churchill and David Chandler are all

on parade, again. This is a general history book about Marlborough, Eugene and the Danube campaign and it does draw together the work of others, but as an analysis of a battle or battlefield, or containing material to influence rules or game interpretation, forget it. **CS**

## SPEARHEAD. 1ST INFANTRY DIVISION "BIG RED ONE"

By Ian Westwell. Pub. Ian Allen 2002. ISBN No.0 7110 2923 7. 96 pp. 79 black & white photo illustrations. 15 full colour photo illustrations. 12 black & white maps.

This is an overview of the exploits and combat history of one of the premier American combat divisions – 1st Infantry Division known as the 'Big Red One' – after it's distinctive unit identification patch. The history briefly covers World War One and it's deployment to Vietnam and the 1991 Gulf War But, mainly it centres on World war Two. Wargames-wise, the illustrations give some stimulation for a WWII wargame using American troops in North Africa/Italy/N.W. Europe but there are no organisation charts or detailed description of any of the combats involving this division. It is all right for a general overview of the division's combat history. There are a list of useful web sites to do follow up research and a bibliography. Would I buy it? No I wouldn't. However... "You pays your money and makes your choice..." **JM**

## THE WALLS OF CONSTANTINOPLE AD324-1453

By Stephen Turnbull. Illustrated by Peter Dennis, RSP £10.99/\$16.95, Osprey Fortress Series No.25 ISBN 1 84176 759X

It's not often that something takes me so completely by surprise but this did, when I discovered the extent of the architectural achievement in the building of this monumental defence. "The walls of Constantinople are the greatest surviving example of European medieval military architecture." After reading the book I must concur with this statement. The landward side of the city consisted of three parallel walls and a moat stretching five miles. The moat itself is some 60ft wide and 20ft deep! This was supported by the first wall of a modest 6ft in height. The city's strength in depth lay with the outer and inner walls of huge proportions.

Constantinople is built on a peninsula, the waters of the Bosphorus, Golden Horn and the Sea of Marmara offer natural protection augmented by a sea wall that can be compared in size with the outer wall on the landward side.

The landward walls, called the Theodosian walls after the emperor, were completed in 423. This served to increase the area of the city from the perimeters laid down by Constantine. In 447 earthquakes flattened most of the new walls and 57 of its towers. With speed and urgency brought on by the threat of Attila they were repaired in three months. One third of the city's land tax was spent in the building, repair and upkeep of the walls and all citizens were required to assist in this work.

As you would expect from any book by Stephen Turnbull, the text is well written and easy to follow, the wonderful illustrations of Peter Dennis and the numerous photographs by the author and others compliment the work.

A good introduction and a brief chronology give way to a chapter on the design and

development of the walls followed by a tour of the site. Stephen goes on to describe strategy and supply and those who manned the walls and the weapons for siege and defence.

The great walls were to be tested several times during their long history; using primary sources Stephen takes the reader through them and the aftermath of the successful Ottoman siege of 1453.

For those wishing to visit the walls Stephen spells out the do's and don'ts of such an undertaking, chiefly your personnel security. It would seem that the walls are not on any tourist itinerary, save for those near other popular sites. So, if you're contemplating a visit to Istanbul take this with you.

Highly recommended, a gem. **DL**

## TABLE TOP ARMIES: TABLE TOP WARGAMING FOR BEGINNING

by Mike and Joyce Smith

This is a 34 page simple set of rules for beginner. It is decoratively illustrated with black & white photo illustrations. It reminds me of a typical early set of wargames rules done by that doyen of wargamers - Don Featherstone. The movement and firing ranges are done on a stylised gridded board system. These rules are mainly aimed at 15mm Ancient and Horse and Musket periods – though there are a set of simple naval rules thrown in along with appendices on the use of magic, fantasy and science fiction periods.

They are not up to comparison with current/contemporary 'sophisticated' ideas circulating through popular wargaming rule sets – but if you want a no-frills 'stylised' elementary game then these are the rules for you. For most of the readers of this magazine they would be of no use. **JM**

## ESSENTIAL HISTORIES. THE IRAN-IRAQ WAR 1980-1988

By Efraim Karsh. Osprey Pubs Ltd. 2002. ISBN1 84176 371 3. 96pp. 22 black & white photo illustrations. 15 full colour photo illustrations. 9 full colour maps.

This book covers a forgotten war – that which took place between Iran and Iraq. It lasted 8 years. This book gives a detailed overview of not only the land and air operations, but, also, the naval side, especially the 'tanker war'. This aspect came close to embroiling the Western nations, notably the United States, into this regional conflict on the side of Iraq. If that had happened, as far as conflicts go, it would have been a 'Whole New Ball Game'. It makes for a number of interesting 'What If' scenarios that can be wargamed. This could involve not only the U.S. but the Soviet Union and the E.E.C. and the other Gulf states – the mind boggles wargaming-wise at the potential!! Would I buy this book – Yes I would – that is my highest recommendation. **JM**

## REVIEWERS

IB ~ Ian Barstow  
DC ~ Derek Coleman  
DL ~ Dave Lanchester  
JM ~ Jeff Mason  
PS ~ Patrick Stainrod  
CS ~ Chris Scott  
DM ~ David Manley



# WARGAMING THE NORTHERN ASSOCIATION

*Will the author please claim this article!*

Those readers who, like me, are interested in the English Civil War and the small field armies that were subsequently combined to form the New Model, the Northern Association makes an interesting study and a useful wargaming force.

## HISTORICAL OUTLINE

Very little written material is available about the Northern Association, and even less concerning the Local Defence Committee forces raised on a County Basis. This study draws together the writer's research for his Undergraduate Dissertation, and is written from original source material. I do not think a definitive Order of Battle for the Northern Association has been produced thus far other than the one contained in this article.

The Field Army that was brought together to reduce the Royalist garrisons of Pontefract, Knaresborough, Skipton, and ultimately Sandal in summer 1644 was called the 'Northern Association', founded by an "Ordinance of Parliament for raising Men and Money 29th June 1643."

This Ordinance established the strength and composition of the Association, as well as appoint its officers, who were drawn from prominent pro-Parliamentarian Gentry households. The Association was established at 5 Regiments of Cavalry, 7 Regiments of Infantry, one Regiment of Dragoons plus an artillery train of around 12 pieces and locally raised 'Defence Committee' regiments. In total the Association mustered 10,000 men drawn from the 7 Associated Northern Counties of Yorkshire, Lancashire, Nottinghamshire, Durham, Cumberland, Northumberland and Westmoreland; the HQ was in York.

Each county was assessed at providing the following men and money to equip them:-

	Cavalry	Infantry	Dragoons	Assessment
Yorkshire	1,215	3,270	188	£7,000
Lancashire	438	1,177	68	£2,520
Nottingham	324	875	50	£1,867
Durham	173	467	26	£1,000
Northumberland	172	467	26	£1,000
Cumberland	175	467	26	£1,000
Westmoreland	104	280	16	£600

The cavalry regiments were to consist of 2,600 all ranks divided into 5 regiments of 500 men, each consisting of 10 companies of 50 men and one larger regiment of 600 men which was to be commanded by the

Commander-in-Chief (General Poyntz).

Infantry was to be divided into 7 regiments, each 1,000 men strong. The dragoons, of which upwards of 400 were raised were to be organised into 5 companies. Firth, however, indicates that this was probably never reached and that Morgan's Dragoons fluctuated from four to three companies during 1645.

The order of battle of the association as formed is set out below:-

General Commanding Colonel-General Sydenham Poyntz

## Cavalry Regiments

General Sydenham Poyntz  
Colonel Richard Copley (Commissary General)  
Colonel John Lambert  
Colonel Sir John Alured  
Major Hugh Bethell

## Dragoon Regiment

Colonel Thomas Morgan

## Infantry Regiments

Colonel Charles Fairfax (commanded by Major Crooke)  
Colonel Robert Overton  
Colonel Sir John Bright  
Colonel Thomas Maleverer  
Colonel John Lilburne  
Colonel Oliver Cromwell (commanded by Lieutenant-Colonel Francis White)  
Colonel Richard Deane

## Attached

Sir John Saville – Cavalry regiment  
Infantry regiment

## Engineers & Artillery

Colonel Richard Dean(e) –Comptroller of the Ordnance to the Northern Association/New Model Army

Major Hooper 'engineer extraordinary' to the New Model Army

General Poyntz had served in various continental armies, primarily in Holland and

Germany, and was a highly experience professional soldier. Colonel Copley, the Commissary General, was somewhat of a rogue and had been disciplined by Parliament for selling regimental horses or buying cheap horses to save money, which he pocketed. Copley had replaced John Lambert as Commissary General due to the latter's incompetence.

Colonel Thomas Morgan, like Poyntz, was a professional soldier, having served in the armies of continental Europe before being asked by Lord Fairfax to raise a regiment of dragoons in 1644. Morgan was an officer who was reputed to be 'an expert in siege operations'. On 18th June 1645 he was appointed Governor of Gloucester in succession to Sir Edward Massey. By 1658 he had been promoted to Major General.

Sir John Saville of Lupset was a Wakefield man and had been ordered to raise a Cavalry and an Infantry regiment by the Local Defence Committee of West Yorkshire in 1642. He had been knighted in 1627 and became High Sheriff of Yorkshire in 1649. These forces were described as "...raw souldiers, menial servants and volunteers of the clothing district ... without cannon." By 1644 Saville had small number of field artillery. The officers were drawn from local merchant and Gentry families; Saville's Captain-Lieutenant was Ferdinand Blacker from Criggelstone, Wakefield. These two regiments defended Howley Hall in 1642 and then formed the garrison in Wakefield during 1643.

Details of the Trayne that was attached to the Northern Association are somewhat hazy. However, the heavy siege pieces that were used have been identified from contemporary diaries and archaeological work from the castles at Pontefract and Sandal, Yorkshire, where the Northern Association besieged Royalist garrisons. Those guns identified are as follows:-

60 pounder 'Canon Royale'  
40 pounder (Reduced bore 8inch gun)  
34 pounder  
24 pounder (possibly 2, one Iron, one Brass)  
1 Iron Culverin  
1 Brass Culverin  
5 pounder Iron Saker  
Robinet  
10-inch mortar

The 60-pounder 'Canon Royale', being the biggest gun then in use, was probably quite rare



and she had been in use at several sieges in Yorkshire. This 60-pounder was used siege of York in 1644 and then again at Scarborough during 1645. She was then moved to Pontefract and finally used at Sandal from September 1645. Cholmley at Scarborough notes that she was a fearsome weapon and that during a three-day bombardment caused the keep at Scarborough to collapse; one shot fired by the gun wounded a whole file of 50 men.

This force arrived at Pontefract Castle, which was the main Parliamentary depot in West Yorkshire, in late December 1644, commanded by Colonel Sandys. As names of several of these Parliamentary commanders appear in conjunction with the Sandal and Pontefract sieges one can suggest that the two were organised from the same HQ and run more or less side-by-side as a double effort.

On 1st March 1645 the Northern Association was attacked and defeated by forces commanded by General Langdale outside Pontefract, which resulted in the lifting of the siege there. Colonel Sandys, who had commanded the siege lines at Pontefract was cashiered by Parliament and Colonel John Lambert was stripped of his rank as Commissary-General. General Poyntz then took personal command of the sieges at Pontefract and Sandal.

Following the surrender of Pontefract on 20th July 1645 General Poyntz and the Northern Association Cavalry were ordered to Doncaster and Rotherham with the remainder of the force under Colonel Copley in Nottingham and Worksop.

The Northern Association next fought at Sandal and then at Chester, where the Cavalry was engaged at the Battle of Rowton Heath on 24th September. Following the capture of Sandal on 1st October 1645 the Northern Association remained in West Yorkshire; Cavalry under Colonel Copley defeated a force under General Langdale near Leeds on 15th October 1645, two days after receiving it's orders to march into Scotland.

General Poyntz and the Northern Association marched to Newark in late November 1645, arriving there on 3rd November.

With the ending of hostilities in 1646 the Northern Association was ordered to stand down in the November of that year, but it did not. On 29th March 1647 Parliament ordered that the Northern Association be disbanded but that the cavalry regiments of Poyntz, Copley and Bethel should be kept. At the same time Poyntz was removed from command and Colonel John

Lambert given command of the Northern Association, with the rank of Major General.

On 18th September 1647 Parliament ordered that the Standing Army be increased to 12 cavalry regiments, 15 infantry regiments as well as a regiment of 1000 dragoons. This was to take effect from 3rd November 1647 and the Northern Association absorbed into the 'New Model Army'.

## MODELLING THE NORTHERN ASSOCIATION

The order of battle represents the Northern Association during the years 1643 to 1645 when it was at its largest and saw the bulk of its action. It was primarily involved in sieges in Yorkshire but the cavalry saw service in Cheshire, Lincolnshire and Scotland. Indeed, depending on the year of ones scenario the gamer can alter the status of each unit (raw, trained, veteran) relating to the amount of service that that unit saw etc.

In order to recreate to a reasonable scale the Northern Association I would use a ratio of 1: 20 or 1:33 (as suggested in the 'Forlorn Hope' rules by Berry & Wilkins) in 15mm scale. This would make for a largish force deployment and give some idea of the 'bulk' of the force. Personally, I believe that with wargaming three things are paramount:-

- a) Sense of Fun – therefore keep it simple. At a visit to the Royal Artillery Museum in Woolwich two Napoleonic Wargames were going on. I say Wargame; the actuality was arguing over the minutiae of the rules system...
- b) Creating and maintaining the 'feel' of a battle. You need lots of troops to get the right atmosphere (no I don't mean burning the odd bit of gunpowder and leaving giblets and mud on the carpet). Wargames where, for example, 4 men represent a battalion I feel loses the whole idea of a Wargame and what it is meant to represent. In addition command and control with a chain of command is also vital
- c) A thorough understanding of the historical background of the chronological period being studied and the armies. One has to be thoroughly conversant with the ins and outs of a force, how it worked, what it was equipped with, how it drilled, what it could and could not do. This goes well beyond the scope of most commercially available rule books and requires the gamer to do a spot of background reading, other than, for example, the DBA rules sheets, army lists and one or two Osprey books.

## FIGURE/UNIT ALLOCATION

Cavalry Regiments	18 figures veteran cavalry/gallopers
General S. Poyntz	15 figures trained cavalry/gallopers
Colonel Copley	15 figures trained cavalry/gallopers
Colonel Lambert	15 figures trained cavalry/gallopers
Colonel Alured	15 figures trained cavalry/gallopers
Major Bethel	15 figures trained cavalry/gallopers
Total	78 figures
Dragoons	
Colonel T Morgan	12 figures trained dragoons/trotters

Infantry Regiments	
Colonel Charles Fairfax	30 figures trained 2:1 musket pike
Colonel Robert Overton	30 figures trained 2:1 musket pike
Colonel Sir John Bright	30 figures trained. 2: 1 musket pike
Colonel Thomas Maleverer	30 figures trained 2:1 musket pike
Colonel John Lilburne	30 figures trained. 2:1 musket pike
Colonel Oliver Cromwell	30 figures trained. 2:1 musket pike
Colonel Richard Deane	30 figures trained 2: 1 musket pike
Total	210 figures

Local Defence Committee unit raised by Sir John Saville consisted of a Regiment of Horse and a Regiment of Foote. This is displayed below:

Cavalry 9 figures raw. Cavalry/trotters  
Infantry 9 figures raw. 1: 1 musket pike

The Artillery belonging to the association can be represented on a 1:1 basis, or as the player feels free to organise and deploy.

I hope that this has provided an insight into one of Parliament's better Field Armies and that it has inspired ECW gamers out there to try and model it!

Let's now put the Northern Association in Practice

## THE SIEGE OF SANDAL CASTLE – CAMPAIGN NOTES AND SCENARIOS

General Poyntz was invested with the suppression of centres of Royalist resistance and garrisons in the North. To this end, in Autumn 1644 he established a depot



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*Saville cuddles a wench, when he should be at church, just as the Royalists sally forth. 25/28mm figures by various manufacturers. Photography by Richard Ellis.*

at Doncaster, South Yorkshire, and set about capturing the castles at Pontefract and Sandal which were proving to be a 'thorn in the side' of Parliament.

The Siege at Sandal lasted for over twelve months, autumn 1644 to October 1645. The siege has traditionally been described as being a 'lack lustre affair', but current research by the present writer, has demonstrated that this is not the case.

This game has been devised as a single action but fought on a campaign basis. In other words, the results of previous games impact upon subsequent games fought in the series. Instead of issuing each commander with a set of troops that were available to each commander, the intention of the campaign is to refight the actions that are known to have occurred historically and so observe whether if the outcomes of these actions had differed to their known outcomes, the effect upon the siege. Would it be possible with the forces that Captain Bonivant (Castle Governor) had at his disposal to defeat General Poyntz (Parliamentarian Commander)?

In order to make the campaign as close to the historical reality as possible, the number and types of troops available to each commander will vary according to each game. In other words the troops that became available to General Poyntz at different times during the siege will be transmuted into the

campaign rules. However, to make things more fluid and perhaps less 'boring historical refigt' type scenarios, the troops left available at the end of each game within the campaign will also be available to each commander.

## ORDERS OF BATTLE

As mentioned above, the present writer is all for the 'big wargame' using lots of figures – okay pricey and time-consuming to accumulate and paint but more than anything else gives the 'feel' for a battle. The ratios of figures are taken from the 'Forlorn Hope' rule set.

However, for the smaller skirmish actions (games 2 and 4) 1:1 or 1:2 figure ratios may be used due to the small number of troops involved.

The artillery train should be deployed at a 1:1 or 1:2 basis.

## ROYALIST

Commanding Officer: Captain George Bonivant  
Garrison: 2 Troops of Horse. Armed with wheel-lock pistols, flintlock carbines and swords. Also equipped with helmets and cuirasses.

4 Companies of Foote. Divided at a ratio of 2:1 Musketeers to Pikemen. Musketeers are armed with matchlock muskets and cheap swords. Pikemen are equipped with pikes, swords, cuirasses and helmets.

Officers had swords and also carry pistols or flintlock carbines.

Total: 450 all ranks: Cavalry = 4 figures, Infantry = 12 figures

## PARLIAMENTARIAN

Commanding Officer: General Sydenham Poyntz

Regiments of Foote: Sir John Saville

300 all ranks 9 figures

Colonel Robert Overton

1,000 all ranks 30 figures

Sir John Bright

1,000 all ranks 30 figures

Colonel Cromwell

1,000 all ranks 30 figures

Lieutenant Colonel Charles Fairfax

1,000 all ranks 30 figures

Regiments of Horse General Poyntz

600 all ranks 18 figures

Colonel Copley

500 all ranks 15 figures

Sir John Saville

300 all ranks 15 figures

Colonel Sir John Alured

500 all ranks 15 figures

Major Hugh Bethel

500 all ranks 15 figures

Regiment of Dragoons Colonel Thomas Morgan

400 all ranks 12 figures



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Photography by Richard Ellis.



# RENAISSANCE

Siege Trayne

Colonel Deane

Major Hooper

60 pounder 'Cannon Royal'

42 pounder reduced bore 'Cannon Royal'

34 pounder 'Cannon'

Two 24 pounder 'Demi-Cannon'

Two 18 pounder 'Culverins'

Two 9 pounder 'Demi-Culverins'

10- inch mortar

## SCENARIOS

### GAME 1

This game takes place on 2nd and 3rd April 1645. Captain Bonivant's garrison attacks the Parliamentary siege lines, manned by Sir John Saville. The attack was pre-prepared by Bonivant and took Saville by surprise: he was supposed to be at prayers when the Royalist army fell upon his ill-prepared troops. Despite disrupting the Parliamentary lines, the Royalists were compelled to retire to the Castle. Saville left Sandal seven days later leaving a token mounted force in-situ.

### ROYALIST FORCES

The total Royalist force (450 men) is available to the Governor, Captain Bonivant. The Royalist player can deploy his forces within or outside the castle.

### PARLIAMENTARIAN FORCES

The Parliamentary forces consists of 600 men, divided equally between cavalry and infantry: Sir John Saville's Regiment of Horse, commanded by Captain-Lieutenant Ferdinand Blacker and Sir John Saville's Regiment of Foote. The Parliamentarians also have a small field gun, a Drake (2 pounder). They are 'dug in' behind earthworks and emplacements.

To recreate the 'ambush' of the Parliamentary forces, the Royalist player makes the opening move. The Parliamentary player may only fight back where attacked and for the first turn only may fight or move the units in combat or engaged by the Royalists. The remainder of the units remain static until the second turn.

### GAME 2

This scenario represents the clash between a Royalist foraging party in May 1645. Two forlorn hopes, of around 50 men clashed in open ground in front of the castle. Historical records note that the Royalists were out 'picking May blossoms' but this is highly unlikely. Around 8 Royalists were killed and as many wounded and taken prisoner. So effective was the Parliamentary counter attack to this sortie that the Royalists were no longer able to leave the castle.

### ROYALIST FORCES

Governor Bonivant has at his disposal those troops that are left from the outcome of Game 1. Those units that are actually engaged in the combat are 50 musketeers. However, a relief force from the main castle garrison can also be sent out.

### PARLIAMENTARIAN FORCES

Captain Ferdinand Blacker has been left in charge of the Parliamentary siege lines

and has under his command a token mounted force of a Troop of Horse and a Company of Foote.

### GAME 3

This game represents the arrival of Colonel Thomas Morgan with his Regiment of Dragoons. Colonel Morgan arrived at Sandal in late May 1645 and tightened the siege to such an extent that the Royalists were on the verge of running out of fodder for their horses and other supplies. Colonel Morgan was present for over one month until he was ordered to disengage to re-equip at Doncaster. His departure masked the arrival of the Brigade commanded in person by General Poyntz.

### ROYALIST FORCES

Captain Bonivant's forces are those that remain from the outcome of game 2, with the following exceptions:- 4 new officers and 20 musketeers armed with Flintlocks strengthen the infantry. One troop of Cavalry and 2 officers have left the garrison, leaving only a single cavalry unit.

### PARLIAMENTARIAN FORCES

Colonel Morgan and his regiment of 400 Dragoons are the mainstay of the Parliamentary forces. Also at his disposal is a 10inch mortar that has been in use prior to Morgan's arrival and those troops that are left from the outcome of game 2.

### GAME 4

This game recreates the departure of Colonel Morgan from Sandal on the 8th July and the arrival of the leading elements of General Poyntz brigade on 9th and 10th July 1645. The withdrawal of the Dragoons and the general confusion brought about with the troop movement lulled Captain Bonivant into a false sense of security and he sent out a foraging party of around 50 men. This force, however, was intercepted by General Poyntz and compelled to surrender.

### ROYALIST FORCES

Captain Bonivant has under his command those units that are still intact following the previous three games. Those forces actually engaged are a mixed force of Cavalry and Infantry. In total 50 men.

### PARLIAMENTARIAN FORCES

General Poyntz has at his disposal his own Regiment of Horse (600 men) plus a Regiment of Foote, that of Colonel Robert Overton (1000 men). The leading elements of these units clash with a Royalist foraging party sent out from the Castle. In order to represent the order of march of this column the first 25% of each unit may only be deployed in the first turn. For every subsequent turn, roll 1d6 per unit per turn of the game to observe the rate of march of the column. A score of 1, 2 or 3 indicates the arrival of the next 25% of each unit. Scores of 4 to 6 indicate that a unit is late to arrive. By turn 4 it is assumed that the whole of the column has arrived at Sandal.

### GAME 5

This represents the final months of the siege leading up to the capitulation of the

garrison on 1st October 1645. The game starts in late September 1645 when General Poyntz offers articles of surrender to Captain Bonivant. This is where the game departs from historical reality. Bonivant can either stand and fight, surrender or go on the offensive. Similarly, Poyntz can chose to storm the castle or prolong the siege.

### ROYALIST FORCES

Captain Bonivant's forces by this stage of the siege consisted of: 12 officers, 100 musketeers, 50 pikemen and 50 cavalry. If the player so wishes he can fight using those troops that are left as his disposal following the earlier four games.

### PARLIAMENTARIAN FORCES

General Poyntz has at his disposal no fewer than four fresh Regiments of Horse, four Regiments of Foote plus the Siege Trayne. In addition, there are those elements, which remain from the earlier games (discounting the Dragoons).

### PARLIAMENTARIAN BRIEFINGS

The Parliamentary players should nominate individual players to assume the roles of:-

General Poyntz

Colonel Robert Overton

Colonel Thomas Morgan

Sir John Saville

Captain Ferdinand Blacker.

Each player can only assume command of the Parliamentary army when he historically did so. This is displayed as follows:-

Game 1: Sir John Saville, Captain Ferdinand Blacker

Game 2: Captain Ferdinand Blacker

Game 3: Colonel Thomas Morgan, Captain Ferdinand Blacker

Game 4: General S. Poyntz, Colonel R. Overton, Captain F. Blacker

Game 5: General S Poyntz, Colonel R. Overton, Sir J. Saville, Captain F Blacker.

Each new commander can be de-briefed by the previous commander but that commander can no longer take part in the game unless he could historically do so. Any commander who leaves and then returns to the game (e.g. Sir John Saville) is not permitted to observe the intervening games and must come to the gaming table "fresh", the only information relating to the game being given to him by his superior.

For example, when General Poyntz arrives in Game 4 he will not know anything concerning the state of the siege and must be de-briefed by Colonel Morgan and/or Captain Blacker.

Even though players such as Captain Blacker will be present for all five games, according to military conventions of the day, that player must submit to the command of a new, higher ranking officer.

If a player leaves the game completely they may observe the game but have no input whatsoever (e.g. Colonel Morgan).

I hope that this campaign is not too complicated and is as fun to play as it was to write and devise!



# Computer Game and Rule Reviews

by Andrew Hathaway and Leslie Beilby-Tipping

## FLAMES OF WAR: DESERT FOX

*Intelligence Handbook on German Armoured Forces in North Africa, a supplement for The Flames of War Rule Book. ISBN 0-9582536-1-7, price £10.00, Battlefront Miniatures Ltd, Auckland, New Zealand.*

Rommel's exploits in North Africa, following the British successes against Mussolini in Egypt and Libya, are clearly laid out in this concise handbook. You will find all you need to know to recreate the Afrikakorps in miniature for the wargames table. The book contains complete descriptions, definitions, lists and diagrams for the organisation and equipment of German armoured forces in North Africa.

This volume is packed with inspirational coloured photographs. Battlefront make about 60 different miniatures for the Germans in North Africa and just about every one is here in glorious colour.

For those of you a little uncertain of the production of the army, there are points lists and an excellent painting guide with details of the vehicle markings all in colour. As with the Flames of War system, you are given the core elements, Tank Company or Mechanised Infantry Company and then the variants for engineer, armoured grenadier and reconnaissance companies. This will allow you to field a balanced force based upon the German army of the time. This book sets out a complete history of the Afrikakorps and of the German divisions that fought in North Africa which are not already covered in other Flames of War books.

The war is covered, giving the wargamer a complete overview of the actions with lots of dates and places and a brief outline of all the actions. Two actions, Venezia and Aida, are fully detailed ready to play as a mini campaign. There is a guide to the tactics used by Rommel and the exploits of Rettemeier.

As with other intelligence handbooks from Battlefront Miniatures, you will need a copy of the full rule set of Flames of War. The production of these publications just gets better and better. If you have an interest in the conflict in North Africa

and/or wargame, add this one to your bookshelf, if only for the colour pictures and the orders of battle.

Excellent!

LB-T

## GATES OF TROY

Being unfamiliar with the award winning Spartan (the game of which Gates of Troy is an expansion) meant that I was heading into uncharted territory. The game itself is set in Pre-history Greece and gives you the chance to build and maintain an Empire along with other campaigns with varying objectives.

When starting the game it soon became obvious that a few of my own shortcomings would unduly influence my enjoyment of the game. I am afflicted with the concentration span of a goldfish and in order for my attention to be grabbed a game needs, from the outset, to maintain a high level of breathtaking action and adventure. I also need a game to stimulate my senses with a riot of colour, sound and detail. While visually splendid, Gates of Troy is perhaps lacking in other areas and needs a little more time and effort in order to make an impact.

The game's fairly wordy tutorials were a little daunting and it was difficult to get my head around the multiple functions and variables. There are many different things to learn and do in the game. You become the leader of your people and with it you take on many responsibilities. These responsibilities range from controlling the cities in your Empire, managing workers, controlling imports and exports of resources, expanding your existing cities and, most enjoyably of all, commanding your armies. There are many different ways of approaching the tasks and this makes it possible to play the game with your own individual style, putting the emphasis on whichever aspect brings you the most joy. This allows for very adaptable and flexible gameplay and is a massive plus point.

Despite the few teething troubles I encountered getting started, my perseverance soon reaped its reward – I became immersed. Strategy games are often capable of absorbing your waking hours like a vast sponge, consuming you for perhaps as long as a fortnight, maybe

even longer. It is often well worth it to overcome early struggles learning a control system, especially with a game as clever and rewarding as Gates of Troy.

It was unfortunate for me that my computer was not powerful enough to harness the 3D setting. I instead had to content myself with the 2D layout. The 2D graphics were actually rather quirky and fun, with terrific cartoon gore. It is an entertaining spectacle to watch your army fight off wave after wave of the Persian Horde in the first campaign. You can't help but smile as you watch the hapless, fork-waving peasants scurry around the battlefield with your far superior Hoplites in pursuit. Blasting the columns of the enemy from the castle walls is also hugely satisfying.

It was not long before I was making similar army leadership errors as Napoleon and Hitler, believing foolishly that I could keep pushing my troops onward with only patriotism as fuel, stretching the frontline wider without managing my food supplies. My troops were soon deserting and my army defeated – and that was on the easy level setting!

One criticism that could be levelled at the game is that the control you have over the battles, especially once the battle has begun, is limited compared with some other titles in this genre of strategy game. For someone who is more interested in warfare than the intricacies of trading and Empire management there are perhaps more suitable, (but expensive) titles that would cater for those needs, if you have a powerful enough computer to cope.

The battle controls do not detract heavily from the game as a whole, which is detailed, colourful and brilliantly designed. It is obvious that a lot of thought has gone into it, with improvements on the original concept that include, among others, a wider range of military units. This is by far the best game that my lowly computer has been able to run, the dual settings allowing not just those with powerful machines to have all the fun.

For £14.99 Gates of Troy is a bargain and I recommend it to anyone who is patient, strategically minded and who loves wargaming, whether familiar with Spartan or not.

AH

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# THE BATTLE OF TECKLENBURG

by John Rosenfield

## PREAMBLE: FICTIONAL SCENARIO

What a time it was – the memories of the truly great General, Marlborough were fast fading; and Great Britain was gazing thoughtfully over the distant horizon, overseas Empire in her thoughts. And France? Her eyes were cast northwards and eastwards, over Alsace and Lorraine, even over the great river Rhine, towards the scattered conglomeration of states, principalities, dukedoms and electorates which formed the 'German' hinterland, seeking to expand her boundaries. To this end, Charles de Rohan, Prince de Soubise to give him his proper title, had been asked to form and lead an expeditionary force into this area, to make notes of important rivers, bridges and land features, also to gain knowledge of as many 'petit princes' as the French saw them as possible, and to coerce them with a show of force. He was also sent because there were rumours of lively military activity in the area!

For some of the Electors had been talking to each other – they did, after all, share something of a common language – and they had decided that the best way to defend themselves against a powerful aggressor was to band together as much as they were able. This was possible because they had found a

leader, Ferdinand, the young Prince of the State of Brunswick, who had demonstrated already that he had the gift of natural leadership and was beginning, at the end of his teens, to show all the hallmarks of a good, military mind. He had taken charge of a small force and turned it into a lively, fighting unit. So

it was that some of the other states decided to send what forces they had – usually an infantry regiment or, more rarely, a cavalry or light infantry unit – and commit them to the command of the young General. As the militia army began to grow, it gradually came to be known as the V.N.D.L., or Vereinigte Nord-Deutsche Landwehr.

## BATTLE

In the spring of 1738, Soubise moved his army north-eastwards towards the state of Brunswick. He moved cautiously and established a base at the town of Munster; from there he detached a small force and gave command of it to Lieutenant-General Francis de Chevert, a soldier with a reputation for toughness. He was given command of 'Les Petits Vieux', comprising the Regiments of La



Jagers move up in support of the line under the direction of glory-seeking Chevert. Spencer Smith Figures from the collection of John Rosenfield. Photography by Richard Ellis.



Couronne and D'Aubeterre; the Light Infantry Regiment Chasseurs de Champagne, the Light Cavalry Regiment Lanciers d'Alsace and the Dragoon Regiment of Maison du Roi. His mission was to advance up to the broad river Ems and to probe for places to cross it. Within three days he discovered an undefended bridge which was wide enough for two horses abreast and, without so much as a second thought, he moved his entire force across it and set out a camp for the night, preparing in the next few days to seek out 'this rag-tag militia army' and to sweep it aside!

Ferdinand of Brunswick, meanwhile, had had the title of Marshal-General conferred upon him and planned to try and enlarge his army. Gathering whatever forces he could muster, he moved eastwards from Brunswick, passed through Minden and arrived at length at the city of Osnabruck, which stood on the river Hase. It was while he was negotiating with the Elector about recruiting the local militia that some of the people came to bring him the news of a large French force which had crossed the River Ems and was preparing to move towards Osnabruck!

Disguising the cold fear which he would always have to deal with, he moved quickly and calmly. He asked his General of Infantry, Ernst Friedrichs, to take the best troops available to find the French force and to try conclusions with it if he judged the enemy to be not too powerful.

Friedrichs set out the next morning, commanding the Musketeer Regiments of Holstein-Lubeck and Altmark. The Grenadiers from each of these two regiments had been detached and formed into a separate unit, Hohenlinden Grenadiers, resplendent in green uniforms. He also took with him the Light

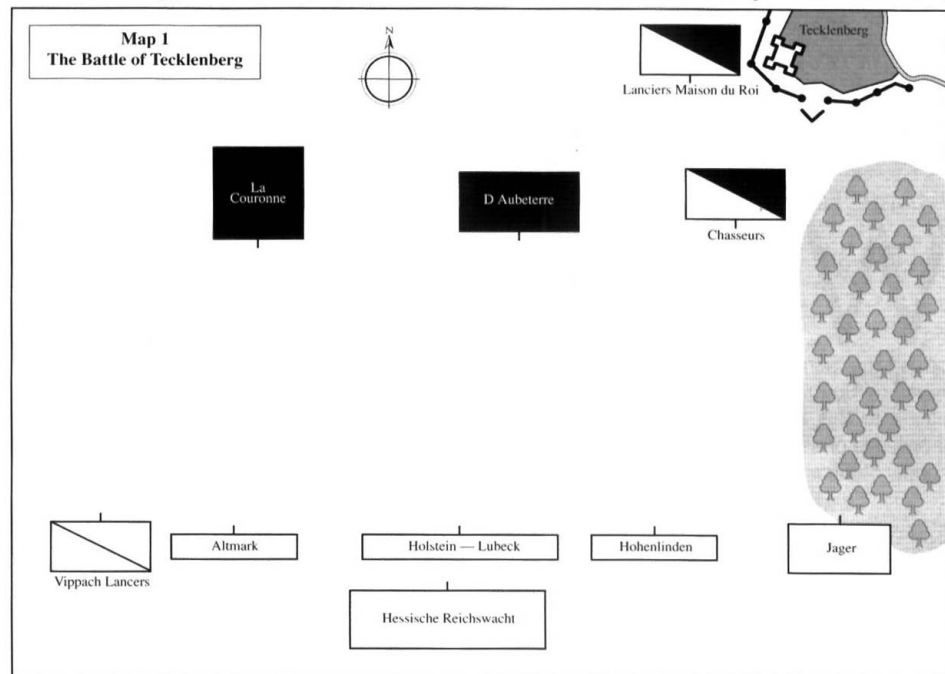
immediately went back to report each other's presence to their respective Commanders! The war of the Brunswick Lion (Die LowenKriege) was about to begin!

Chevert marched his infantry on to the moor and sent for his cavalry, which was some way behind – they had discovered that foraging the local farms could produce good supplies of chickens and eggs! He was not at all anxious

the forest to their right; he pushed the Jager into the small forest, sent his Lancers to cover the left flank of Altmark and kept the dragoons as reserve, in the centre.

He felt a great sense of honour that he was about to commit the V.N.D.L. (Vereinigte Nord-Deutsche Landwehr) to it's first battle!

Now Chevert was nothing if not a great thinker on matters military. What he saw here,



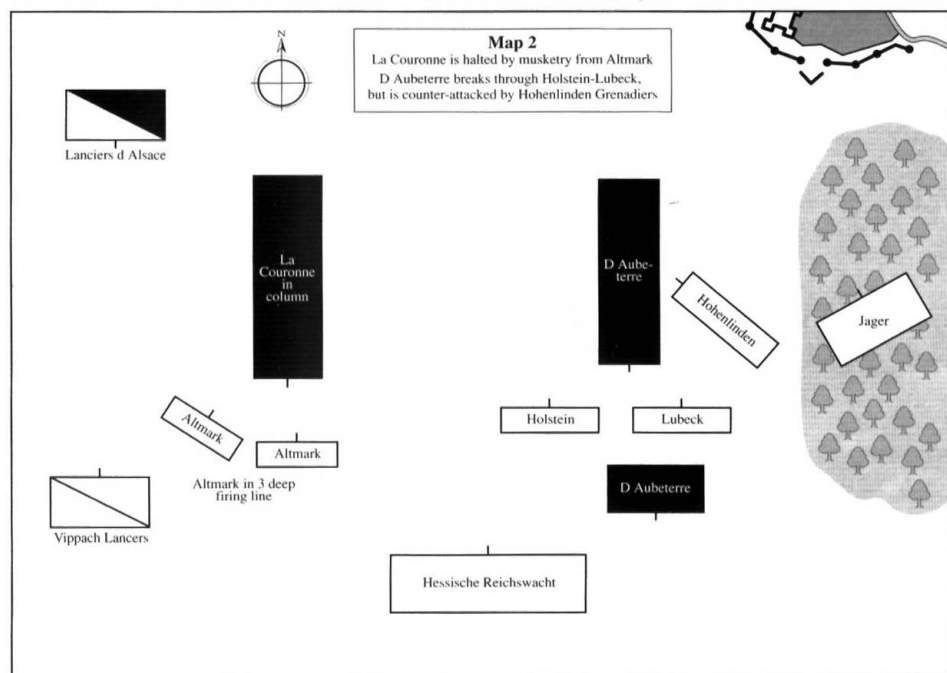
about their absence, simply glad of the chance for battle and was already wondering what honours Soubise might confer on him for destroying the only enemy force raised against them. He placed La Couronne on the right

was the perfect chance to try his pet theory – being that, if you formed your infantry into two or more columns and attacked 'on the march', you should be able to move fast enough to contact the enemy line at bayonet point without having to suffer more than one round of enemy musket fire. You could then punch two holes in the enemy line and, from there, with cavalry in support, the battle was won! Accordingly, he formed his infantry into two long columns and rode in front of them, telling them they would scatter the enemy before them and would enjoy a glorious day – they cheered him!

Friedrichs had studied military history since he was a young man and particularly liked the theories of the old Greek General, Epaminondas. According to this theory, the best way to attack an enemy line was to concentrate your attack on one flank of it, say, the right, and refuse to give battle with your other wing. Thus you would approach the enemy at an oblique angle, break through his line with a strong attack at one point and then roll up his line from there, bringing more and more of your own troops into battle as you went. In short, it could be called an oblique attack. Thus he formed Holstein-Lubeck into a staggered line, the right flank being furthest forward, and sent Hohenlinden further forward still, ready to attack!

As soon as the NCOs and sergeants had reported all was ready, each Commander gave the order to attack and, moments later, each Commander gasped with disbelief when he saw what the other was doing!

There was simply no time left; Chevert was committed and the columns came on at a lively pace. Friedrichs acted quickly and decisively – he signalled to confirm to his right-



Infantry, Feldjagerkorps wolf; the Cavalry consisted of the Vippach Lancers, recruited from Lutzen, in lower Saxony and a Dragoon Regiment from Kassel, the Hessische Reichswacht.

On a broad moor, flanked by a small forest, on the outskirts of the small village of Tecklenburg, 2 days later, French chasseurs and Saxon Lancers came face to face and

flank, D'Aubeterre to their left and kept the Chasseurs behind but pushed them over to the left, to cover the trees.

Friedrichs, seeing no enemy cavalry on the field, reasoned that he might well be able to push the French back to the river and so drew up his force on the moor, his infantry in line abreast, Altmark on the left, Holstein-Lubeck to the right and Hohenlinden on the right flank,



wing troops that they should attack the column in front of them as ordered, then he rode over to Altmark, ordered that regiment's left -wing battalions to wheel a quarter-turn to their right and told them to fire!

On the V.N.D.L.'s left wing, commanding the Vippach Lancers, Rittmeister Seydlitz was ready to raise his sword to signal the attack on La Couronne in their flank, when Lieutenant Natzmer rode up to him and pointed to the west: green uniforms, blue flags fluttering from their lances and bronze helmets reflecting flashes of sunlight. The Lancers d'Alsace were trotting menacingly into position a quarter of a mile away. Seydlitz made the decision to stand off.

Altmark's situation was desperate – they had been well-trained to fire quickly and now they fired as if their lives depended on it! But fire they did *"fire flaming from platoon to platoon towards the centre of each battalion until taken up again on the wings, the noise merging into a continual roar of thunder"*, three times, then four times. The muskets were getting hot but La Couronne wavered, slowed to climb over their own dead and, after another sweeping round of fire from Altmark, they halted! Friedrichs, along with many of his men, whispered a grateful prayer.

On the French left, the men at the head of D'Aubeterre were amazed to see troops advancing towards them but could do nothing other than continue because of the pressure of the column behind them. With a shout and a great clashing of arms, Holstein-Lubeck went

in, bayonets levelled but the momentum of the French attack was not to be stopped and two battalions broke straight through the centre of the line! At that moment, the men behind them briefly saw the glinting helmets of Hohenlinden before they were pushed violently sideways by the force of the Grenadiers' attack. After ten minutes of desperate and confused fighting, both sides withdrew to gather their breath and the second column had been stopped! Encouraged by this attack from their Grenadiers, Holstein-Lubeck managed to reform their line; D'Aubeterre's battalions to their rear saw the mounted Dragoons of the Hessische Reichswacht trotting up to them. About half tried to run back to their regiment, some making it and the rest surrendering!

Chevert sent the Maison du Roi Dragoons forward in the centre and ordered his infantry to withdraw. The Jager had reached the edge of the forest and caused some more casualties for D'Aubeterre as they retreated but the sight of the French cavalry frightened them and they slunk back into the trees. Altmark raised a half-hearted cheer as they tried to cool their muskets and Holstein-Lubeck and Hohenlinden began to count their dead. Friedrichs briefly wondered if Chevert would renew the attack and, as an act more of desperation than military good sense, he ordered half of his Dragoon regiment forward to face-off the Maison du Roi! He need not have worried – Chevert was shattered by his losses and was only concerned with how large an army he would have to tell the Prince de

Soubise he had fought against when he returned. The V.N.D.L. could rejoice – they had stopped the French, at least for a little while, and they had captured their first prisoners.

### ACKNOWLEDGEMENTS

The whole idea for this small battle came from Charles Grant's excellent book 'The War Game' and his were the rules we used to fight it. It played simply and quickly, only two ordinary dice and a ruler being needed. The period is just before Frederick the Great came onto the scene and it was a test to see what might happen if his great idea, the oblique attack, was set against the 'Napoleonic' attack in column! The figures we used are the same as in Charles Grant's book, the 30mm 'Spencer Smiths', which are still available from Peter Johnstone, whose advert appears often in this magazine. The VNDL is actually my own 'army' of Spencer Smiths, which I have built up over the years! The quote about the musket volleys is from C Duffey's book 'The Wild Goose and the Eagle'. The regiments' and their commanders' names are mostly real, although the battle itself is, of course fictional. Hopefully their names reflect the 'mood' of the period.

Next, we used many more regiments (and a much bigger table!) and attempted to refight a real battle – that of Dettingen – which was fought on June 27 1743 and was the last time an English Monarch led his troops in the battlefield!

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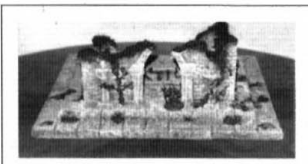
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## A Napoleonic large skirmish scenario

by Patrick Stainrod

The game is set in Russia in 1812, winter is settling in and wolves are coming down from the hills. The Grande Armée has moved into Moscow awaiting a confrontation that seems less likely by the day. Nestling amongst the wooded, snow-covered hills, is a small village currently occupied by an even smaller garrison. Captain Le Grande commands this garrison of misfits, the lame and the lazy, his task is to maintain the supply lines and contact with France. Andre Shubblovskie is the Headman of the village. He has accepted that for the time being at least he must work with the French. He also knows that his continual list of complaints, shortages and woes makes the good Captain's life quite miserable. Ivan Ivanoski is the leader of the local partisans and burns with a desire to strike back at the French invaders, although strong of arm and energetic, he is not the brightest, yet has a charisma that demands loyalty.

To the West of the village, beyond the hills, three wagons stand at awkward angles in the muddled snow, in charge is a non military man, Doctor Luis Le Clamp. His wagons contain not only medical supplies but also the long awaited back pay for the tiny garrison. This is not as well kept a secret as the French would like to believe, one of the men doing the loading has let his brother in law, Sergey Grobbleknock, know of the pay load. Sergey is a local Cossack commander and has begun to gather his forces with the aim of spilling as much French blood as possible, then liberating the cash.

The weather has been very bad lately but the game is played in freezing but clear weather, the more enlightened amongst you may wish to use a weather effects chart to create even more confusion and consternation. An umpire could play the role of the village headman, Andre Shubblovskie, who could deliver countless demands and tales of woe, which the garrison commander must address. If an umpire is not available, a set of Headman cards has been provided to add to Le Grande's woes.

To play, you will need 2-5 players, each in charge of between 30-90 troops, three

wagon figures with draught animals, Oxen are preferable but any would do. The scenery is fairly basic (see map), needing a few small hills and a scattering of trees, a couple of buildings to represent the village and markers to show the pans and cattle, there may also be the need of a wolf or two and a bear figure. Although this is a large skirmish, most rules will probably do the job, I have added rules that work for our group at the end of the piece. These use a handful of d6 (normal dice) and provide plenty of action.

Each Turn players must:

1. Draw an event card.
2. Play or retain the card.
3. Roll on your own progress table. (Only until you are able to activate your plan then disregard this stage).
4. Move your forces.
5. Missile fire.
6. Melee.
7. Moral checks.

All troops have 1 wound; characters are ELITE and have 3 wounds as shown on their profile. Roads double movement for troops and allow wagons to move at 6" per Turn.

Wolves move at 10" per Turn and Bears at 8", roads do not effect their movement.

### CHARACTER PROFILES

#### Captain Francoise Le Grande: Elite.

Brace of pistols, sword.  
Wounds: 3 / 2 / 1 / Dead.  
Morale: 12  
Move: 8" / 14"

At 43, you are not one of the rising stars of the Empire but have a solid army record and an ongoing back problem. This posting is a direct result of a fall out with the Divisional commanders' nephew over a friendly game of cards, whilst he and the others live in the lap of luxury in Moscow, you reside in this freezing stink pit of a Russian village, you can't even remember the name of the damn place. A man not known for an overactive imagination, you none the less worry about continuing reports of Cossack activity in the area. Once the village is fully defended, you can stop rolling on the progress table, it is possible for a 10 to be achieved on the first roll perhaps reflecting the men's' own urgency for peace of mind.

You start the game with 24 Light infantry (Veterans), 40 Line infantry (Regular) and 24 Light cavalry (Veterans). You are also blessed with two junior officers who show great potential, De Verve (Elite) of the infantry and Toulon (Elite) of the cavalry.

The garrison must be defended; the area must be reconnoitred and the livestock pens must be guarded lest the villagers or men steal the your food. There are four pens holding livestock, sheep, goats, pigs and cows, these provide you with food, which is the only compensation for your hard work and rank. The Headman wants to know where the Doctor is and the weather can only get worse!

### GARRISON PROGRESS TABLE:

- | 1d6 Die roll | Progress                                      |
|--------------|---|
| 1            | Add +1 to your next roll.                     |
| 2            | Add +1 to your next roll.                     |
| 3            | Add +2 to your next roll.                     |
| 4            | Add +2 to your next roll.                     |
| 5            | A 4" length of log barricade is constructed.  |
| 6            | A 6" length of log barricade is constructed.  |
| 7            | An 8" length of log barricade is constructed. |

Troop type	Experience	Movement	Missile: To hit roll (1d6)	Melee: To hit roll (1d6)	Morale (2d6, Pass: = or lower)
Infantry	Raw	4"	5	6	7
Infantry	Regular	6"	4	5	8
Infantry	Veteran	6"	3	4	10
Infantry	Elite	8"	2	3	11
Cavalry	Raw	10"	5	6	7
Cavalry	Regular	12"	4	5	8
Cavalry	Veteran	12"	3	4	10
Cavalry	Elite	14"	2	3	12



- 8 A 10" length of log barricade is constructed.
- 9 A 12" length of log barricade is constructed.
- 10 Finally! The defences are ready; log barricades surround the whole village.

Captain le Grande has to set a minimum of 6 men to get the work started.

For each additional team of 6 men, he gets a further roll each Turn.

He may deploy as many teams as he has men to fill them, it is purely his choice, however, men who are constructing do not count as armed defenders and therefore fight with a basic melee weapon rather than muskets if they are attacked.

## Ivan Ivanoski: Elite.

Musket, pistol, light cavalry sabre.

Wounds: 3 / 2 / 1 / Dead.

Morale: 12

Move: 8".

At 18 you are already well respected amongst the other villagers, tall, muscular and athletic, it is a wonder that the Imperial Guard have not yet recruited you. Just as well that they passed you up as now you can liberate the village from the French invaders and give that idiot Shubblevskie something to worry about, headman indeed, what is he doing to get rid of the French? The group is growing daily but it really is time to start taking action and stop talking about it.

There are 4 livestock pens, it is up to the Garrison commander to decide how they are defended; each contains different animals (cows, sheep, goats, pigs). Once any guards are disposed of, 1 man can open a pen and 1d6 animals escape each Turn, these flee 12" in the first Turn, then 3" per Turn thereafter, in a random direction, unless

herded by a partisan in which case they move 6" per Turn.

You start off with 20 followers, 14 of whom are Raw and 6 are Regular. Both you and the Regulars are armed with muskets, you also have a pistol and light cavalry sabre, the others are armed with clubs and knives. You may begin your mission at any time but once you stop rolling on the table you can no longer gain men or muskets. There is nothing stopping you making a bolder attack on the Garrison, especially if it should appear weak.

## PARTISAN PROGRESS TABLE:

### 1d6 Die roll

### Progress

- 1 A lot more planning is needed before we can mobilise our forces.
- 2 Group morale is too low to enact any plan tonight.
- 3 Pierre has just returned with a brace of rabbits, it would be a shame to waste them.
- 4 Add +1 to your next roll.
- 5 2 New members join up; these are experienced men (Veterans).
- 6 Add +1 to your next roll.
- 7 Old man Turney has the flu and needs friends around him.
- 8 3 New members join up; these are experienced men (Veterans).
- 9 2 muskets and ammunition have been liberated for the cause.
- 10 4 New members join up; these are experienced men (Veterans).

## Doctor Luis Le Clamp: Elite.

Sword, -1 to hit rolls due to lack of practice.

Wounds: 3 / 2 / 1 / Dead.

Morale: 12

Move: 8" / 14".

Many men would feel that fate has been unkind to them if they were in your place and

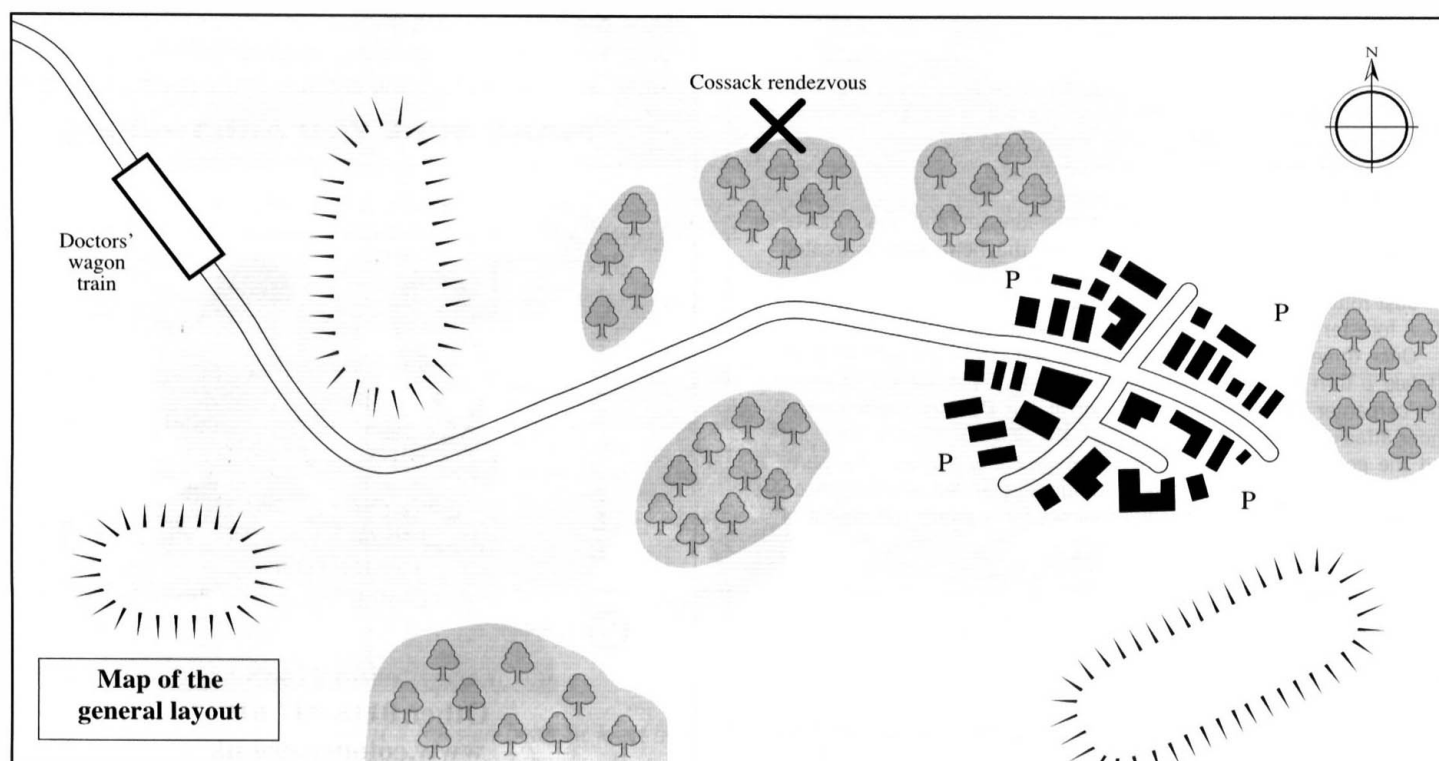
yet you can always see the positive in any situation. Your current role is to tend the wounds and ailments of all the garrisons in the area whilst being based in the Divisional encampment by the river. This gives you plenty of freedom to travel the countryside, meet all sorts of people and gather new stories and plants for your soon to be written medical journal.

Captain Le Grande is an amiable chap but this posting has really gotten him down, you thought it would be nice if your own visit coincided with the arrival of the back pay, celebrations are where you prefer to spend your time. The first wheel to break seemed like bad luck but as the wagon train stopped a second wheel shattered and this has set you on edge.

You are nominally in charge of the troops but usually defer to the advice of their NCOs, they now want to forget the wagons and push on, they seem quite twitchy.

You, on the other hand are delighted to be able to use your own knowledge of the men to good effect, you have two ex-foresters and an ex-carpenter, you are sure that they can fix the wheels and get the convoy back on the road. Such a display would surely help to enhance your growing reputation.

You begin with a party of 30 (Regular) infantry, 16 (Regular) light cavalry and 6 wagoneers. The wagons begin with two off road with broken wheels and a third placed anywhere within 12" of these wagons. You can set them up into a defensive ring if you wish. Each wagon is drawn by a team of four oxen (although any beast of burden figures will do), these will happily stand against marauding wolves but flee if a Bear comes within 6" of them. Foresters can be sent out on their own or with guards to forage for wood. You can start rolling on the







*Russian line attack the French-held village. 25mm figures from Front Rank, Redoubt and Hinchcliffe, from the collection of Nick Pennock. Photography by Richard Ellis.*

table when they are 12" away from the nearest wagon.

## DOCTORS PROGRESS TABLE:

1d6 Die roll Progress

- 1 Add 1 to your next roll.
- 2 Add 1 to your next roll.
- 3 A forester discovers just the right piece of wood.
- 4 A forester discovers just the right piece of wood.
- 5 A wolf attacks a forester wounding him = ? move form now on. The wolf then moves 2d6" in a random direction, if it is within 2" of any other figure it will attempt to attack it, if not it melts away. Treat it as Veteran with 2 melee attacks and 2 wounds.
- 6 Just rotten wood in this forsaken land.
- 7 A forester discovers just the right piece of wood
- 8 Enraged bear! The bear attacks the forester and then moves towards the wagons in search of more mayhem. Bear is treated as Elite and has 3 melee attacks and 2 wounds.
- 9 Just rotten wood in this forsaken land.
- 10 A forester discovers just the right piece of wood

Once three pieces of wood are found and returned to the wagons it takes 1 Turn to fix EACH wagon = 2 Turns to get the job finished. The carpenter CANNOT finish the job if the Doctors' command is under attack. If the carpenter is killed, the wagons must be stripped and the goods carried on any remaining cavalry horses. The party needs 6 horses to carry the bare minimum demanded by the garrison commander. The new arrangement allows for a group movement of 6" per Turn.

## Sergey Grobbleknock: Elite.

Brace of pistols, sabre.

Wounds: 3 / 2 / 1 / Dead.

Morale: 12

Move: 8" / 14".

A grizzled veteran of many battles large and small, you find yourself on the move in the depth of winter, not really a good time



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for light cavalry but opportunities seldom wait for the slow or dim witted.

You have been watching the French for some weeks and have several contacts within their 'safe areas', you have set up the latest wagon train for an accident and now need only to gather the men to your banner. Unfortunately, the men are spread out and it will take time to gather a force large enough to ensure success. The prize is not only money but the chance to finally get some action, the Generals have insisted on a policy of falling back just before any fighting starts, this is not a style of war for real men.

You will need a minimum of 30 men to carry out any attacks you may plan. You begin at the rendezvous with only 10 hand picked Veterans, you can continue rolling on the table as long as you like even after getting 30 men but **MUST** obey result "10" which forces you to leave and begin your attacks. You have the objective of raiding the stricken wagon train but also have the freedom to make any other attacks you see fit once the game begins, after all, the village does hold several other prizes and if the garrison was weak enough a few good men could take the place...

## PROGRESS TABLE FOR THE COSSACKS:

1d6 Die roll      Progress

- 1 Add 1 to your next roll.
- 2 Add 1 to your next roll.
- 3 1d3 Raw Cossacks arrive at the rendezvous point.
- 4 1d6 Veteran Cossacks arrive at the rendezvous point.
- 5 1d6+2 Raw Cossacks arrive at the rendezvous point.
- 6 1d6 +3 Veteran Cossacks arrive at the rendezvous point.
- 7 1d6 +4 Raw Cossacks arrive at the rendezvous point.
- 8 1d6 +5 Veteran Cossacks arrive at the rendezvous point.
- 9 An Elite Cossack unit of 6 arrives.
- 10 The weather is closing in, you must leave with whatever forces you have.

## WOLVES:

Wolves move at 10" per Turn.  
They have 2 attacks in melee.  
They have 2 wounds.  
They need a roll of 4+ to hit in melee.

## BEARS:

Bears move at 8" per Turn.  
They have 3 attacks in melee.  
They have 2 wounds.  
They need a roll of 3+ to hit in melee.

## ANIMAL PENS:

There are six cows, 10 pigs, 12 goats and 20 sheep. The pens give soft cover verses shooting and should present a 50% move penalty to all troops wishing to enter/cross them.

## BASIC RULES

Each Turn players must:

1. Draw an event card.
2. Play or retain the card.
3. Roll on your own progress table.  
(Only until you are able to activate your plan then disregard this stage).
4. Roll 1d6 for initiative, highest goes first.
5. Move your forces in initiative order.
6. Missile fire, LAST to move fires FIRST.
7. Melee, this is simultaneous.
8. Moral checks

## MOVEMENT:

The basic move is given in the table above, woods are treated as light and give a 50% penalty to cavalry moves, infantry moves are unaffected. Wagons cannot move off road for more than two Turns before getting bogged down.

The village should be treated as a road for movement purposes, barricades are impassible to wagons and give a 50% penalty to all other



*French chasseur takes a pot shot at a Russian bear. At least he can escape if he misses – the man on foot may not be so lucky!*  
Photography by Richard Ellis.



# NAPOLEONIC

figures.

Roads double movement for troops and allow wagons to move at 6" per Turn.

Wolves move at 10" per Turn and Bears at 8", roads do not effect their movement.

Hills can be designated as shallow, steep or sheer depending upon your terrain.

Shallow hills: No penalty except wagons = -2".

Steep hills: -2" cavalry, -3" infantry impossible to wagons.

Sheer hills: Impossible to all.

## MISSILE FIRE: (ROLL 1d6)

Muskets and pistols take 1 round of combat to reload.

A marker can be used to show figures are loading.

At the start of a new combat all figures have loaded weapons.

Range and cover have an effect on the basic 'To hit' scores shown in the table above.

If a figure enters melee with you during movement, you can only shoot at them if you are armed with a loaded pistol.

Pistol: Short range: 6" Long range: 12"

Musket: Short range: 12" Long range: 18"

Short range = no modifiers to the table.

Long range = -1 to your dice roll.

Soft cover = -1 to your dice roll.

Hard cover = -2 to your dice roll.

Soft cover = within a wood, behind a barricade.

Hard cover = Inside a house.

## MELEE: (ROLL 1d6)

Melee is a natural progression from the move, there is no "CHARGE" order etc.

When two or more figures are in base to base contact they can hit each other.

Up to 4 opponents can tackle 1 figure.

All figures in melee roll 1d6 and consult the table to see if a hit is scored.

Sabre/sword = +1 to the roll.

All hits wound and therefore kill normal troops. Characters have 3 wounds and so may last a little longer.

## MORALE CHECKS: (ROLL 2d6)

These are taken when:

1. A character is killed, all friendly troops within 12" make a check.

2. Infantry is contacted by cavalry.

3. Attempting to sneak up on another figure.

A pass is attained if the score is equal to or less than the morale value given in the table. A failure results in a retreat of 6" plus a penalty of -1 to all combat rolls.

## SENTRIES:

When standing sentry, a figure is only able to see in the direction it is facing for that Turn.

Whilst sentries are not deaf, it is freezing and no doubt they are wearing appropriate head gear, therefore they are not as aware of their surroundings as one would like.

Any figure attempting to creep up on a sentry can get within 6" of them before needing to test morale.

This reflects a reasonable competence at your basic level sneaking but up close and personal sneaking requires more bottle and finness.

Cavalry cannot sneak!

## CARRYING OFF SUPPLIES:

Cossacks can make off with supplies or the pay chest if they spend time in contact with the wagons.

Two of the wagons have supplies, there are 6 units of supplies.

One Cossack can carry off one unit of supplies.

To do this he must spend 1 full Turn in contact with the wagon and NOT in melee or being shot at.

The third wagon contains the pay chest.

This needs two Turns to remove from the wagon, the Cossack must spend 1 full Turn in contact with the wagon and NOT in melee or being shot at.

He may then carry off the pay sacks.

## VICTORY CONDITIONS:

**Captain Le Grande:** Major victory if the pay arrives at the village and less than 50% of the livestock have gone missing.

Minor victory if you retain control of the village and half the livestock.

**Doctor Le Clamp:** Major victory if the supplies AND the pay arrive at the village.

Minor victory if you and 50% of your men survive the action.

**Ivan Ivanoski:** Major victory if the French are thrown out of the village.

Minor victory if more than 50% of the livestock are stolen.

**Sergey Grobbleknock:** Major victory if you take the village.

Minor victory if you take the supplies and pay from the wagons.

# Event cards:

<p><i>Asleep:</i></p> <p><i>Play this on any sentry to avoid being spotted</i></p>	<p><i>Wolf!</i></p> <p><i>Place a wolf figure up to 24" away from your character. It will move 1d6" randomly each Turn.</i></p>	<p><i>Wolf!</i></p> <p><i>Place a wolf figure up to 24" away from your character. It will move 1d6" randomly each Turn.</i></p>	<p><i>Enraged.</i></p> <p><i>Gain +1 melee attack this Turn.</i></p>
<p><i>Asleep:</i></p> <p><i>Play this on any sentry to avoid being spotted</i></p>	<p><i>Misfire!</i></p> <p><i>Play on one figure to negate its shot.</i></p>	<p><i>Inspired.</i></p> <p><i>Gain +1 to missile rolls to hit for all figures within 12" of your character figure.</i></p>	<p><i>Fired up.</i></p> <p><i>Gain +1 melee attack for all figures within 12" of your character figure.</i></p>



## Meeting with the Headman: Captain Le Grande only, draw 1 card per Turn.

<p><i>Asleep:</i></p> <p>Play this on any sentry to avoid being spotted</p>	<p><i>Misfire!</i></p> <p>Play on one figure to negate its shot.</p>	<p><i>The pigpen is damaged.</i></p> <p>3 Troopers are needed for 1 Turn to fix this or you will lose 25% of the pigs per Turn.</p>	<p><i>Wolf attack.</i></p> <p>It enters the village from the North and attacks the nearest figure.</p>
<p><i>Hard going.</i></p> <p>-2" to foot troop moves in target unit.</p>	<p><i>Lame horse.</i></p> <p>One mounted figure loses his mount to a leg injury. Replace with foot fig. If possible.</p>	<p><i>Seska is pregnant and is claiming one of the troops is responsible. Give her 1 cow and a goat as compensation.</i></p>	<p><i>The Holy Icon has been stolen from the small shrine. 1 Trooper must be shot or two cows donated to the priest.</i></p>
<p><i>Snowstorm: (1 Turn).</i></p>	<p><i>Snowstorm: (1 Turn).</i></p>		
<p><i>This can be played at any time, all visibility is down to 3", movement is halved and shooting is impossible.</i></p>	<p><i>This can be played at any time, all visibility is down to 3", movement is halved and shooting is impossible.</i></p>	<p><i>The cheese is very bad. 2d6 troopers are indisposed for 1 Turn.</i></p>	<p><i>Goat fever. 1d6 goats die unless seen by the Doctor within three Turns</i></p>
<p><i>Lucky.</i></p> <p>+1 to ANY dice roll including progress table rolls.</p>	<p><i>Lucky.</i></p> <p>+1 to ANY dice roll including progress table rolls.</p>	<p><i>Vodka still uncovered!</i></p> <p>2d6 Troopers found drunk and unable to work for 1 Turn.</p>	<p><i>Cossacks spotted in the Northern woods.</i></p> <p>You MUST send out a patrol to investigate.</p>
<p><i>Wolf bait.</i></p> <p>Play on 1 troop figure, any wolves within 24" move towards this figure.</p>	<p><i>The Emperor expects.</i></p> <p>Automatically rally all French forces on the table. (Removes penalties).</p>	<p><i>Fire in the barn!</i></p> <p>1d6 Troopers needed to put out the fire.</p>	<p><i>Cossacks spotted in the Southern hills.</i></p> <p>You MUST send out a patrol to investigate.</p>





Heavy naval support in the shape of Britannia's Vorpostenboot and an Airfix E-Boat steam into the Fjord. From the collection of Adrian White. Photography by Richard Ellis.

## NORWAY 1940 - WWII

### A Demonstration Game

by Adrian White of  
Deal Wargames Society

Continuing our theme of unusual subjects for demonstration games, we were driving back from a show at Eastbourne Redoubt one year, musing over what we had just done, when the subject turned to future projects. Initially, we came across the idea of Norway but then got stuck. Did anyone make Norwegian figures? Did they have any armour?

Certainly one of the more neglected areas of the war in the West for gaming purposes, we could not recall seeing any demo games on the subject. Fortunately, FAA do a range of Norwegian infantry, though they limited their support weapons to an LMG. However, they do provide an artillery crew. The only other problem was which part of the campaign would we recreate? Once again, we settled on combining a variety of episodes to create an overall image of the campaign, particularly in the troop types, nationalities involved and the armour used by the German forces.

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Norway 1940. German naval units ferry in reinforcements, Norwegian troops try to defend their port – not quite Narvik but close. Figures by FAA and SHQ Vehicles. Barges by Frontline. From the collections of Mark Sansom and Adrian White. Photography by Richard Ellis.

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## BACKGROUND

Norway's position in 1940 was one of neutrality. However, because of her part in the transport of iron ore from Sweden to Germany, via the port of Narvik, she was of vital importance to the Germans, a fact which had not gone unnoticed by the British. Also, her myriad of fjords and North Atlantic ports meant that she was an obvious choice for Kriegsmarine units to refuel and re-arm before sallying forth back into open water.

So it came as no surprise to anyone when the Royal Navy started to mine Norwegian territorial waters in order to disrupt that flow of ore to Germany, but a further coup occurred when the Royal Navy freed 300 British POWs from the German vessel *ALTMARK*, laid up in a Norwegian fjord. After having experienced nothing but set backs for sometime, this was a popular move which boosted Britain's morale. However, it was a combination of these two incidents which spurred the Germans to launch Operation *WESER*, the invasion of Norway.

It was on the 6th April 1940 that German forces set sail for the country, but unfortunately were intercepted en-route by the Royal Navy. Incurring severe casualties, the landings went ahead and Bergen, Kristiansand, Narvik, Oslo, Stavanger and Trondheim were quick to fall. Mountain troops, or Gebirgsjäger, from Dietl's 3rd Gebirgs Division, quickly captured Narvik but were cut off when the Royal Navy blockaded the area. The division was understrength as the 138th regiment had been diverted to assist with operations against Trondheim, but their numbers were boosted by the number of naval ratings which had been forced to take up small arms after their ships had been sunk out at sea and in the harbour.

The Allies devised a three pronged attack to retake Narvik, with British 24th Guards Brigade (who actually never took part in the port's recapture, but remained to the north of the town), the Norwegian 6th Division, and units of French mountain troops, Foreign Legion and Polish troops in exile from their own country, but still eager to fight the Germans. By the 28th May, and despite putting up a stiff resistance, Narvik was recaptured by the Allies. Ironically, due to events in the West, the Allied forces had to evacuate Narvik, and between the 3rd and the 8th June, 25,000 Allied troops had been successfully withdrawn from that theatre of operations.

## THE GAME

Set in the early days of June, the table represents a generic port situated in a Norwegian fjord. As such, the topography is

mountainous and heavily forested, with the town buildings nestling at the mouth of a valley. A small harbour provides sanctuary for visiting vessels. On a promontory overlooking the harbour, a lone Norwegian coastal defence gun lies abandoned. It now provides shelter from the elements to an ad-hoc company of naval personnel. Two more such companies have occupied buildings on the wharf, whilst the town is garrisoned by an understrength mountain battalion.

## DEFENDERS

3x companies of Naval Personnel, with 8 figures each. (The new range of Kriegsmarine from Kellys Heroes, available from Grubby Tanks in Southampton, would be ideal for these though they were not available when the game was designed. Instead, we used converted Matchbox and Airfix figures.)

Gebirgsjäger HQ – CO + 4 figs  
3 x companies of 8 figs each  
2 x MMG – 6 figs  
1 x support company – 1 x 75mm infantry gun, 1 x 37mm anti tank gun, 6 figs and pack mules.

## REINFORCEMENTS

Dropped high up on the snowy plateaus overlooking the port, two battalions of Gebirgsjäger are parachuted in to relieve the hard pressed defenders. Wearing Fallschirmjäger jump smocks, they provide an interesting change of uniform.  
HQ – CO + 7 figs, 2 rifle grenades  
3 rifle companies of 8 figs each  
Support company – 1 x MMG, 1 x 81mm mortar, 1 x flamethrower – 10 figs.

From the sea, armoured reinforcements have slipped through the RN blockade. Ikt includes one battalion of infantry:  
HQ – CO + 5 men, 1 AT rifle, 1 x 50mm mortar  
3 x 9 fig rifle companies  
1 x MMG company – 2 x MMG, 1 x 81mm mortar – 9 figs  
Gun company – 1 x 37mm A/T gun, 1 x 75mm infantry gun – 6 figs + tows

1 x Light tank company – 3 x Pz I  
1 x Light tank company – 3 x Pz II  
1 x armoured car company – 1 Sdkfz 222, 1 x Sdkfz 221  
1 x Medium tank platoon – 1 x Pz III  
1 x Propaganda tank company – 1 x Nebaufarzheug PzKpfw V

In reality, three Nebaufarzheug tanks were shipped to Norway and saw action around Oslo. One was immobilised by a French 25mm anti tank gun, another was destroyed by engineers after getting stuck in a bog. The

former tank, and the lone survivor, were returned to Germany where they were used as 'gate guards'.

Naval support is in the form of two coastal vessels, a Vorpostenboot, fitted with a low velocity 88mm, and an E-boat (Britannia Miniatures and Airfix respectively), whilst the tanks are brought ashore in landing barges (Frontline). Luftwaffe support is provided by JU87 Stukas with long range tanks, Bf 110s and a Heinkel 115 seaplane. German troops are rated as 'Elite' for Gebirgsjäger, 'Regular' for infantry and 'Poor' for naval personnel.

To retake the port, the Allies field the following:

2 Battalions of Norwegian infantry, attacking from along the valley, each consisting of:  
HQ – CO + 3 mfigs  
3 x rifle companies of 8 figs each  
1 x MMG company – 2 x MMG – 6 figs

1 x artillery battery – 2 x 120mm Kongsberg Howitzers  
Morale is 'Regular'  
1 British battalion  
HQ CO+ 3 figs, 2" mortar  
3 x rifle companies, each with 8 figs  
Machine gun company – 2 x Vickers MMG, 6 figs  
Mortar platoon – 1 x 3" mortar  
British morale is rated as 'Elite'

1 x French Battalion, 1 x Polish Battalion, equipped as follows:  
HQ – CO+ 4 figs, grenade launcher, 60mm mortar  
3 rifle companies each with 8 figs  
1 x MMG company, with 3 figs  
1 x AT platoon – 1 x 25mm AT Gun with 3 figs

Artillery battery – 2 x 75mm field guns with 8 figs and tows

In support is an independent tank company consisting of 2 Renault R35s

French Morale is rated as 'Elite', Polish as 'Regular'.

Air support is provided by a Norwegian Gladiator and Heinkel 115, RAF Handley Page Hampden, Gladiator and Fleet Air Arm Blackburn Skua Dive Bomber.

## TERRAIN

The terrain was formed from 4'x2' insulation panels, with cliffs cut out. These then sat on an 8'x4' sea scape, made from 2' square hardboard tiles. The higher elevations were also cut from insulation panels, with the town streets made from anaglypta wallpaper. The harbour walls were made from balsa wood, covered with a textured paint. Buildings were either scratch-built from artists' mounting card, or from the FALLER range of railway buildings.

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# WAR IN ANGOLA, 1987

by Andrew Laing

## HISTORICAL BACKGROUND

Commencing in 1975 a three-way civil war was fought in Angola in order to determine who would rule the country, which was in a leadership vacuum due to withdrawal of the colonial rulers, the Portuguese. The three contesting Angolan political movements were MPLA (Popular Movement for the Liberation of Angola), UNITA (National Union for the Total Independence of Angola) and FNLA (National Front for the Liberation of Angola). The socialist MPLA party came to power in short order due mainly to military assistance from the Cuban army and massive logistical support from the Soviet Union. In December 1975 the United States halted its logistical support of UNITA and the South African Defence Force (SADF), which had intervened in an attempt to halt MPLA, was forced to make a humiliating withdrawal from Angola in March 1976. With the FNLA soon disintegrating, UNITA was thought to be a spent force and the West resigned itself to losing another African ex-colony to the Soviet sphere of influence.

As soon as it had come to power, MPLA started supporting the SWAPO (South West African Peoples' Organisation) rebels from neighbouring South West Africa (now known as Namibia) in their struggle for independence from apartheid-era South Africa. This support grew into active logistic and training support, as well as allowing SWAPO bases to be set up in southern Angola under the protection of the MPLA Angolan government's forces, FAPLA (People's Armed Forces for the Liberation of Angola). Faced with this situation, the South African Government swiftly authorised cross-border attacks on SWAPO bases in Angola. These attacks against SWAPO bases, "Externals" as they became to be known, started in 1978 and kept going on a regular basis into the 1980's. These "Externals" generally involved battles between SWAPO and South African mechanised and light infantry forces, with FAPLA and the Cubans normally electing to stay well clear until the South Africans had completed the operation and withdrawn back across the border.

It was only in the early 1980's that the various powers in the region realised that UNITA was still a serious thorn in MPLA's side. UNITA had rebuilt itself in the far south-eastern corner of Angola (centred on the town of Jamba), where it had originally begun its struggle against the Portuguese. The South African government then started giving logistical support to UNITA in order to ensure that they stayed a threat to the MPLA. This was done with the aim of hindering MPLA's support for SWAPO. In addition, the United States under President Ronald Reagan recommenced supplying UNITA, including the latest Stinger Surface to Air Missiles (SAM), which were vital in combating FAPLA's air superiority supplied by Soviet Migs and attack helicopters.

By 1987, the civil war in Angola had been dragging on for thirteen years. On one side were the MPLA Angolan government's forces, FAPLA, supported by Cuban ground and air

units. The Soviet Union provided advisors and extensive logistical support for FAPLA and the Cubans. Opposing FAPLA was the rebel insurgent movement, UNITA, which was in turn supported by the forces of the South African government, the SADF (South African Defence Force).

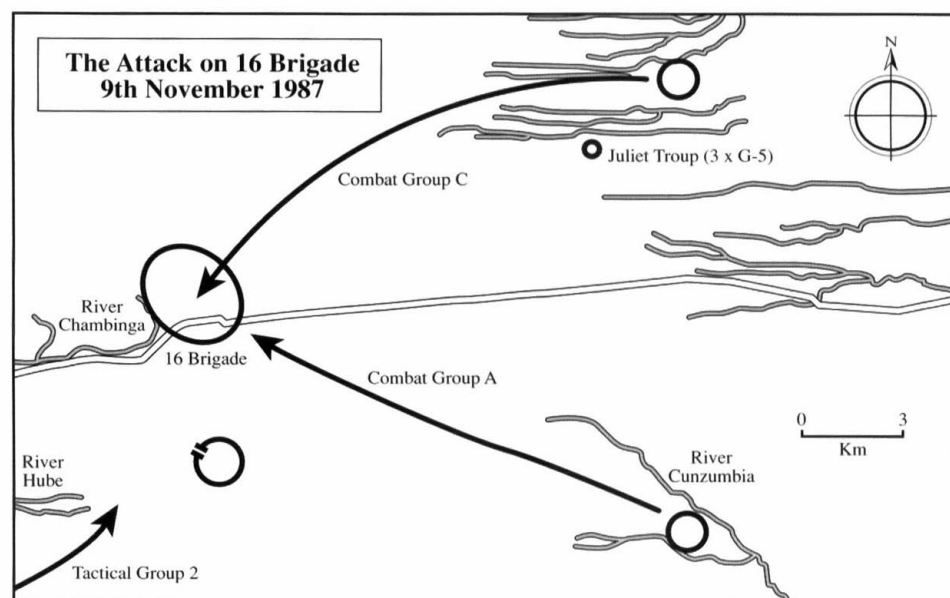
FAPLA undertook a number of ground offensives in the mid-1980's in order to get rid of UNITA once and for all. The two FAPLA offensives of 1985 and 1986 were defeated by UNITA with the aid of South African airpower and artillery support. In 1987, a senior Russian general officer, General Shaganovitch took command over all forces in the region and planned a massive offensive to wipe out UNITA's stronghold in southeast Angola. A huge re-supply effort was undertaken by the Soviet Union, including the use of strategic airlift assets, to ensure that FAPLA would have sufficient resources for its final offensive.

In August 1987, five FAPLA brigades left

the town of Cuito Cunavale crossed the Cuito River and drove hard for UNITA's key stronghold in south-eastern Angola, the town of Mavinga. Mavinga was a small town devastated by the civil war but had a small airfield that was vital in receiving supplies from South Africa and so was a key target for FAPLA. Despite having to fight across some of the roughest terrain possible with few roads or infrastructure, FAPLA made good progress in their offensive because UNITA was primarily a guerrilla movement and was unable to deal with such a massive conventional assault.

Realising that UNITA was not strong enough to stop this new threat, the South African government made the reluctant decision to commit its conventional ground forces to stop the FAPLA offensive. After its politically disastrous intervention in 1975/6 and the continued bad press that South Africa received from its war with SWAPO and its Apartheid policies, the South African Government was less than enamoured with the thought of sending significant numbers of troops into Angola. Despite this reluctance, the defeat of UNITA would have opened up a vast expanse of South West Africa to SWAPO infiltration as well as giving a huge psychological boost to the Soviet/Cuban presence in Africa and accordingly the SADF implemented Operation Moduler in August 1987.

As part of Operation Moduler, the elite 32nd Infantry Battalion (recruited from Angolan refugees and ex-FNLA troops, known as "32 Battalion") was sent into southern





Angola along with artillery support. Once the South Africans realised that a larger force was required to combat FAPLA, 32 Battalion was reinforced by elements of the 61st Mechanised Battalion (known as "61 Mech"), including artillery support in the form of a battery of the new G-5 howitzers. Together, these two battalions and their associated artillery, engineer and logistical support were designated 20th South African Brigade.

After the initial successes against UNITA forces, the FAPLA brigades ran into the South Africans in early September 1987 and after several battles on the banks of the Lomba River, the FAPLA offensive was well and truly stalled. With the FAPLA 47th Brigade isolated on the south bank of the Lomba River, FAPLA was in a difficult position as it could not reinforce the 47th and at the same time was suffering heavy losses of men and equipment from the constant bombardment by SADF G-5 howitzers and Valkiri Multiple Rocket Launchers (MRL) as well as the SADF's Mirage Fighter Bombers.

A major South African attack on the 3rd of October 1987 led by 61 Mech and 32 Battalion (and supported by four UNITA infantry battalions) led to the effective annihilation of the 47th Brigade. FAPLA lost over 600 soldiers killed or wounded with the rest of 47th Brigade either deserting or being no longer fit for combat, while the SADF had one soldier killed. A total of 127 FAPLA vehicles including tanks, Armoured Personnel

Carriers (APC's) and trucks were destroyed against only one SADF Ratel destroyed. The SADF also managed to capture an intact SA-8 SAM vehicle, the first time a Western country had managed to get access to this new SAM system.

This battle signalled the end of FAPLA's 1987 offensive and the other FAPLA Brigades started to withdraw northwards towards their supply source, the town of Cuito Cunavale. The SADF switched over to offensive operations and Colonel Ferreira was ordered to pursue the retreating FAPLA forces and push them across the Cuito River.

As the FAPLA brigades retreated towards Cuito Cunavale various delaying actions were fought until early November 1987, when reinforcements allowed FAPLA to consolidate their positions with a view to renewing the offensive. Unbeknown to FAPLA, further reinforcements had been sent to 20th SA Brigade, including the 4th Mechanised Infantry Battalion as well as a tank squadron from the School of Armour, representing the first operational deployment of tanks by the SADF since World War Two. The SADF was planning an offensive of its own to take advantage of FAPLA's faulty deployment of the FAPLA 16th Mechanised Infantry Brigade.

FAPLA had tasked their 16th Brigade to operate east of Cuito towards the Cueio River, while two other Brigades (59th and 21st) were to resume the original southward advance. The

SADF realised that FAPLA was unaware of the impending counter-attack and decided to assault the exposed 16th Brigade. By doing this, the SADF hoped to disrupt the planned FAPLA offensive and threaten the logistics line to Cuito Cunavale. If everything went as well as the attack on the 47th Brigade, the 16th Brigade would be wiped out and the 59th and 21st Brigades would be cut off from Cuito Cunavale and could be destroyed at the SADF's leisure.

## BASIC INFORMATION

### 2.1 Map of the Battlefield:

### 2.2 Terrain Notes and Terrain Key

- The game is played on a 6 foot by 4 foot board.
- The rivers are unfordable by vehicles and cost dismounted infantry a full turn to cross.
- The woods are thick tropical forest but have the same game effect as woods.
- Gullies cost all stands a full turn to cross and provide the same cover as Entrenchments (-1 on the Combat Chart)

### 2.3 Weather:

The weather is clear. Wind can be randomly determined if required.

### 2.4 Scenario Length:

The scenario starts at 06h00 and ends at the completion of the 17h30 game turn (a total of 24 half hour game turns).

### 2.5 Special Rules:

The FAPLA player has random air support. At



Saracen borne infantry move in while a well timed air-strike distracts the defenders. Figures and models by unidentified manufacturers. Photography by Richard Ellis





*Irregular Miniatures painted by Ged Cronin and Airfix truck. Photography by Richard Ellis*

**South Africa Forces (20 SA Brigade)**  
**Troop Quality – NATO 1st Line**

Battalion Type	Morale	Starting Platoons	Add: Attachments	Total Platoons	Actual Losses	Morale Tests		
						1/3	1/2	2/3
Combat Group Alpha	Regular	15				N/A		
Combat Group Bravo	Regular	24				N/A		
20 SA Artillery Regiment	Regular	11				N/A		

**SADF Data Card**

Name	Weapon Size	Defences			Direct Fire				Fire Priority	Move
		DEF	CED	HD	AT	AI	AA	ATGW		
Olifant	105mm	9	4	-1	11-24"	5-24"	HS-9"	-	A	9"
Ratel-90	90mm	3/2	2	-1	8-18"	4-18"	-	-	A	15"
Ratel-ZT3	ATGW	3/2	2	0	-	3-6"	-	5-24"	A	15"
Ratel-20 ICT	Various	3/2 5	2	-1	5-12"	6-12"	HS-9"	4-3"	B	15"
Casspir ICT	Various	3/2 5	2	-1	-	5-9"	HS-9"	4-3"	B	15"
Buffel	Various	2/2 5	2	-1	-	5-9"	HS-9"	4-3"	B	15"
Engineer CT	Various									
Infantry Stand	Various	5	-	0-	5-6"	HS-9"	4-3"	C	6"	
Engineer Stand	Various	5	-	0	-	4-6"	-	4-3"	C	6"
Ratel ARV	LMG	3/2	2	0	-	4-6"	-	-	C	15"
Ystervark	20mm	2/1	2	0	3-12"	5-12"	2-12"	-	D	12"
SAM-7 Team	SAM-7	5	-	0	-	3-6"	1-90"	-	D	6"
Ratel Command	Various	3/2 5	2	0	-	-	-	-	-	15"
FO Stand	-	3/2 5	2	0	-	-	-	-	-	12"
HQ Stand	Various	5	-	0	-	-	-	-	-	6"
Truck	-	2	2	0	-	-	-	-	-	12"

the start of every game turn from turn 5, the FAPLA player rolls a six-sided die and if a six is rolled the FAPLA player is allocated a flight of two Tactical Support Mig-23 Fighter Bombers. The FAPLA player does not have to attempt to call in the flight during the turn in which it is received and may save the flight for later in the game. The FAPLA player gets a maximum of three such flights over the course of the game. All FAPLA air attacks are subject to a -1 die roll modifier on the Combat Chart due to the very poor training of their pilots as well as the high altitudes from which attacks were made (FAPLA's pilots had a healthy respect for UNITA's Stinger missiles).

The SADF player has one flight of two ground Attack F1AZ Mirage Fighter Bombers available, which can only be used in the first 4 turns of the game. The SADF had to be very careful with its limited number of fighters to minimise losses and was unwilling to expose them to potential air-to-air combat with FAPLA Migs unless they had a clear tactical advantage.

### 3. ATTACKER'S INFORMATION:

#### 3.1 Attacker's Briefing:

After successfully halting the FAPLA advance in September 1987 and then wiping out the exposed FAPLA 47th Brigade in October, the time has come to push FAPLA right back

*Continued on Page 48*



# PROGRESS ANYTHING BUT RAPID

## The German defence of the Cameroons, 1914-1916

by Stephen Maggs

**T**he Great War in the European theatre had been little more than three weeks old when the German colonial Empire in the Cameroons came under threat. Having spent the previous thirty years building up her African interests, investing a considerable sum of money, the Germans naturally resolved to hold on to their territory at all costs.

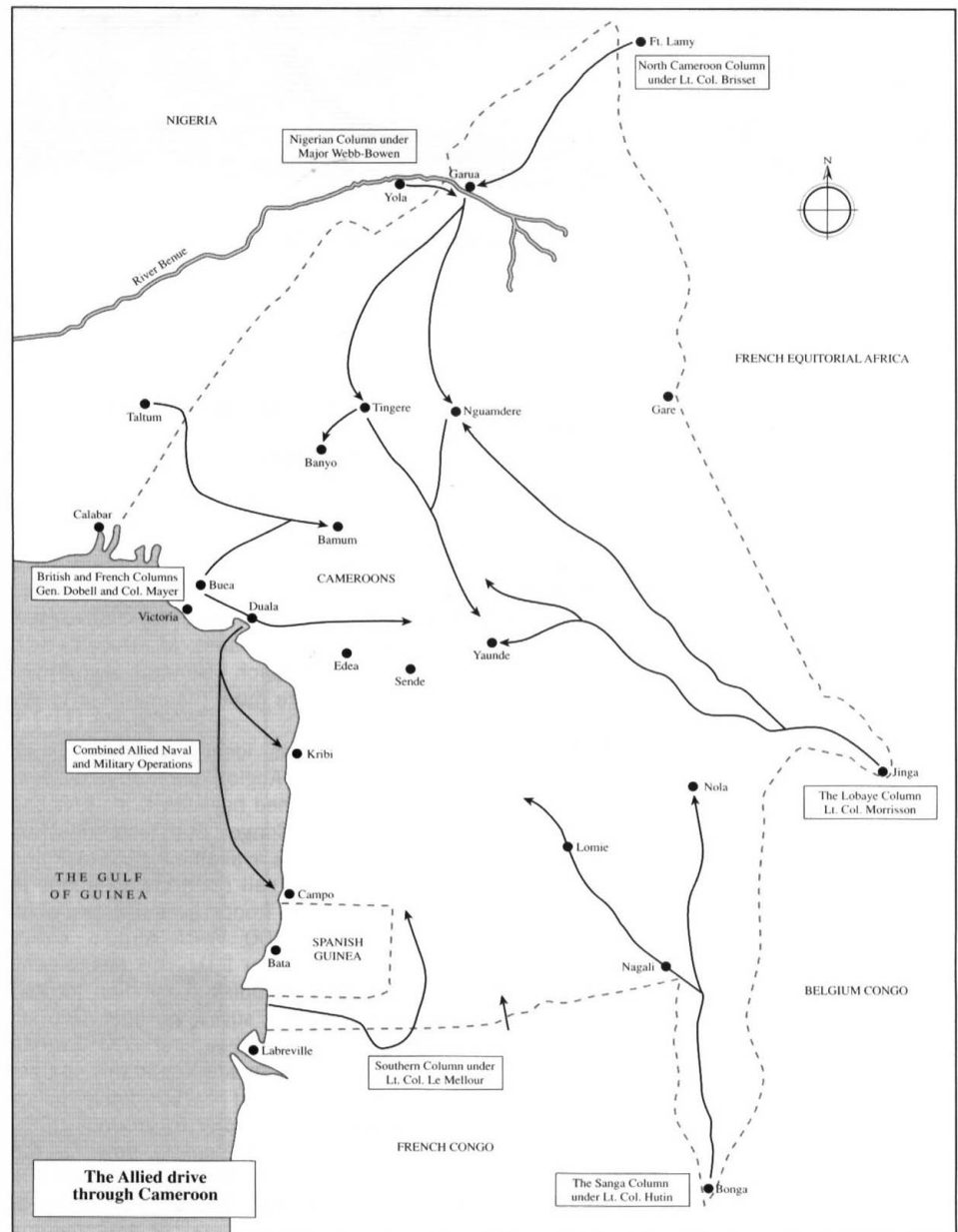
**O**n the 31st of July 1914 British forces stationed along the Gold Coast were mobilised and stood to, awaiting the order to march East into Togoland. The Germans in Togo for their part began to rush troops to the area in order to reinforce many of the isolated garrisons. One such garrison, Kamina, about 176 miles north of the capital Lome, had a state-of-the-art, £250,000 wireless station which was in constant contact with Berlin. Naturally it would be no surprise to anyone, least of all the Germans, that the garrison at Kamina would be a primary British objective.

To support the ground offensive on Kamina a British cruiser arrived in the Gulf of Guinea and anchored off Togoland's capital Lome. The British navy sent a message to the German governor requesting the town's immediate surrender, non-compliance would result in instant bombardment. The Acting-governor, seeing the isolation of his position, complied completely with the British demands and surrendered the town. Lome's German garrison, sixty European and four hundred natives, however had no intention of giving up the fight and swiftly evacuated the town, disappearing into the brush in the direction of Atakpame, near Kamina. For the reinforced garrison at Kamina things soon went from bad to worse for news would have reached them that they were being advanced upon by two allied columns. The French, advancing from the east (from the Dahomey Kingdom now present day Benin) crossed over into Togoland in motorcars, whilst the British, under Colonel Bryant, R.A. started their advance from the West out of the Gold Coast. The advance, however, was no picnic for the columns who encountered very difficult terrain and much blood was split along the way.

Nothing, however, could stop the advance and the allies soon took up positions around Kamina, capturing in the process the river crossings along the river Chea. Once again an ultimatum was sent to the German garrison for its surrender. Knowing that the garrison was hopelessly out-numbered the Germans surrendered, but not before

destroying the wireless station, much to the annoyance of the British. However, the allies had succeeded in their objective of capturing

Togoland in a far shorter time than everyone had expected, the whole campaign taking around two weeks. Colonel Bryant wrote in his report, "To sum up, within a fortnight of landing at Lome operations were brought to a successful conclusion with the unconditional surrender of Togoland to the British Government. I cannot deny that I had







*Askaris mow each other down in the Great White Man's War. Buildings by Gallia. Photography by Richard Ellis.*

looked for a very much stouter resistance from the Germans, though there could never be any doubt concerning the ultimate issue." With the fall of the country the British counted up the military spoils. 320,000 round of ammunition (much of which was said to have been contrary to the Geneva Convention), 1,000 rifles, 3 machine guns, 4 locomotives and the entire rolling stock of the Togoland railway, a quantity of European and native stores and 206 European prisoners.

With the successful capture of Togoland the Anglo-French forces now began to turn their attention to the German colony of Cameroon. As we see the allies were under no illusions as to the nature of the coming campaign for Togoland had covered an area of 33,000 square miles whilst Cameroon covered at least half the area equal to the whole length of the German Empire, some 306,000 square miles. The Germans had occupied Cameroon since 1884 as they had with Togoland and had put in a considerable amount of expense in building up the colony. Cameroon had received its name from a Portuguese explorer who had named it the 'River of Prawns,' Cameroes.

In order to appreciate the type of terrain in to which the allies would advance I shall refer to an account recorded by an officer in the expeditionary force. "It is very trying and

*difficult country to negotiate. The climate (with its intense heat, tropical downpours, and violent tornadoes), mangrove swamps, thick dense jungle, transport, carriers, etc., etc., all combine to make progress anything but rapid."*

The allies knew full well that any such campaign was going to be an arduous task, however the commanders, for the British major-General Sir Charles M. Dobell, KCB and for the French General Aymerich, believed they were more than capable to see the job done.

Cameroon was ideally situated for an invasion, from an Anglo-French point of view, for it lay sandwiched between British Nigeria and the French Congo. Both countries had many native troops available for the task and were also able to call upon Indian troops to bolster the ranks. Troops available to Dobell amounted to 4,300 West African native soldiers (by November 1915 this was to swell to 9,700 men, including the Indian forces). Intelligence reports suggested that German forces were numbered around 200 German and 2,000 natives. In addition to this number were 40 German and 1,250 native police officers bringing the total to around 3,490 men. Throughout the country however the Germans employed some 20,000 natives and had at least 3,000 German Europeans of fighting age. In command of this fighting

force was the capable Colonel Zimmermann. The Governor of the colony was Herr Ebermaier.

The invasion of Cameroon was to be both a land and amphibious campaign. General Dobell wrote, "I learnt ... that the operations which had taken place on the Nigerian frontier had not been successful as had been anticipated, thus confirming my opinion that Dula the capital and chief port of the Cameroons must be made my immediate objective. I entertained no doubts as to the ability of the Royal Navy to overcome the difficulties and make a landing at Dula feasible, and my best hopes were realised when I was informed that H.M.S. Challenger could force a passage through the sunken wrecks and other obstructions in the Cameroon River, and reach a point 7,000 yards from the town. This was made possible owing to the mine sweeping and other preparatory work which had been carried out by the Royal Navy and Nigeria Marine, under the direction of Captain Fuller, R.N., H.M.S. Cumberland."

Dobell issued a surrender summons to the German governor but the Germans refused to lay down their arms and so Dula was duly bombarded in the early hours of the 26th September 1914. At the same time British troops landed large bodies of men



# EARLY 20th CENTURY

(c1,000) who had advanced from Gori, Pitti and Japoma. Colonel Zimmermann immediately left the town and headed towards Edea, whilst Captain Haedicke was ordered to retire the garrison, including native troops, after destroying any material and supplies that would be of use to the allies.

The following day the towns of Dula and Bonaberi raised the white flag (as did Buea and Edea a little time later). British forces poured into the capital and, despite orders for their destruction, captured much of the garrisons stores, field guns and even bagged some 400 German troops. A large number of shipping also fell to British hands, including nine liners with a total tonnage of 30,915 tonnes.

Many smaller craft, including the governor's yacht, were also captured. With the fall of Dula the nephew of King Bell (the King was hanged by the Germans) ordered his natives to switch sides and fight for the British, thus swelling the Anglo-French forces even more. Despite the loss of the capital and much valuable material and men the Germans were far from beaten.

After regrouping the German governor set up his seat of office at Yaunde, about 150 miles east of Dula. Here the Germans made a stand, for the town was protected by a battlemented fortress.

However, luckily for Zimmermann's forces, a respite followed whilst the British dealt with resistance in areas North and South of the Capital. By March 1915 the French were getting concerned by the lack of progress made by the British and so sent a military mission to Dula to request the British to make an immediate assault on Yaunde in co-operation with an attack by French forces, under Aymerich, who would make their advance from the South-East. However Dobell was most reluctant, he wrote, *"I fully realise the political and strategic importance of Yaunde, but demurred embarking on such an operation at that moment. It was late in the season and the rains were already beginning, besides which the troops I was able to employ were insufficient to ensure success... However in view of the great advantage which would follow an early occupation of Yaunde, I consented to co-operate with all my available strength, and April 20th was fixed as the date on which an advance should be made."*

Rapidly assembling all available carriers, and what few motor vehicles that were available, Dobell reluctantly ordered a general advance. It was not long however that the lack of transport for the columns became apparent, when food and supplies failed to reach the front line troops. Still on the advance trudged, through the almost impenetrable brush. At each and every step of the way the allies were dogged by strong German resistance, for it seemed to them that behind every turn in the road lay a well concealed machine gun nest. In two days Dobell's men had barely covered five miles and what was worse it was now known that the Germans had received their much needed reinforcements. Soon aggressive German patrols began to strike at the British lines of communications, causing in many cases

panic amongst the native carriers. Dobell had no choice but to call a halt to the offensive, giving the Germans several more months respite.

Dobell knew that half-hearted, uncoordinated attacks could not be the way forward and so on the 25th of August he attended a meeting in Dula with Governor-General Merlin, and General Aymerich. At this meeting, which lasted two days, a plan was hatched which would see an all out effort to bring down the German government in Cameroon. This plan would see a coordinated assault, using British, French, Belgium, Nigerian, Indian and Cameroon troops, from at least seven different directions, with the main object of course being the seat of government at Yaunde. From Dula itself British and French forces, under General Dobell and Colonel Mayer, were to advance east towards Yaunde. Two columns would invade from the South, the Southern Column, under Lt. Col Le Meillour and the Sanga column, under Lt. Col Hutin. From the East the Lobaye column, under Lt. Col Morisson would invade from French Equatorial Africa. Lt. Col Brisset's North Cameroon column would strike a blow from the North, whilst a Nigerian column (which six months previously had driven Eastwards from the Nigerian town of Yola, and after heavy fighting taken the Germans' Northern capital, Garua), under major Webb-Bowen would push Southwards from Garua in a drive to Yaunde. To detail all the engagements carried out in this massive offensive, which began on 22nd December 1915, is out of the scope of this article, but suffice to say it was an overwhelming success, each column arriving at their appointed objectives within a couple of days of each other (British forces, under Colonel Gorges, entering Yaunde by the morning of 1st January 1916). *"It is", said Dobell, "I think a remarkable feat that troops which had fought and marched for a period of seventeen months should have converged on their objectives within a few days of one another."*

## WARGAMING AN ACTION OF THE CAMEROON CONFLICT

An ideal action to portray on tabletop would be the Allied assault on the German stronghold of Garua.

This action commenced on August 24th 1914. But first a little background information to the events leading up to the attack.

On the 24th August a British column marched East from the Nigerian town of Yola, swiftly taking a strong German fort at Garua (the German's Northern capital of the colony). However a German counter-offensive forced the British to retreat back into Nigeria, suffering many casualties as they did so. The Allies knew that Garua had to fall and so directed General Cunliffe, with sub commands going to Colonel Webb-Bowen, and Captain Fowle, to link up with a French column under Lt. Col Brisset. Both forces were to make a combined attack once more on the German garrison, but it was no easy task. The British had to advance over 600 miles of mountainous terrain, intersected by deep ravines, each a perfect spot for ambush, of which the Germans were masters.

Tropical rivers were swollen to bursting point and the rainy season was still far from over. Not only had the Allies to contend with this hostile terrain but they also had to clear away any possible German strong points that littered the line of advance. *"My information,"* noted down General Cunliffe, *"with regard to Garua was that the place was very strongly fortified, and that the German artillery there could outrange any gun which either Lieutenant Colonel Brisset or Lieutenant Colonel Webb-Bowen possessed at the time. Before leaving Duala, therefore, I had made arrangements by which one of H.M.S. Challenger's 12pdr guns, with 500 rounds of ammunition, should be placed at my disposal, while the French authorities had similarly directed that a 95mm gun should be sent to Lieutenant Colonel Brisset."* The Germans knew full well that Garua would not be left alone and so set over 2,000 native labourers to work improving and strengthening the defences. In all, the work on the defences continued for five unmolested months, and when completed was said that it would, *'have done credit to the engineers of a European battlefield.'* The Germans did not intend to give up Garua without a fight.

On the 18th of April 1915, after both the Allied guns had been miraculously shipped up the Benue River to Yola, the advance got underway. Though painfully slow at first the columns kept on plodding Eastwards, hacking and slashing their way through the roadless terrain, until setting up a camp at Bogole, near to the German defences at Garua. Unable to mount an attack immediately Cunliffe pushed aggressive patrols to the South and South west, probing ever closer to the German positions. Finally an assault was made, initially by sappers gradually pushing trenches toward the German positions. Artillery support allowed the sappers to carry out their perilous task. There was *"a well-regulated bombardment of the three forts situated on the high ridge over-looking Garua, as well as on the old fort in the plain below. This firing was maintained by heavy guns from a distance of about 4,000 yards at first, and latterly from 3,000..."* One lucky shell, bursting on No.2 fort, is said to have penetrated a bomb-proof shelter and exploded inside, killing twenty of the enemy. After bitter fighting the Germans (on the night of June 9th) attempted a breakout to the South, but were forced back by withering fire from a well positioned company of British infantry. The Germans attempted a second breakout, but this proved even more disastrous than the first for many tried to cross the Benue, but as this was in a state of flood many drowned in the attempt. On the 10th June a white flag was seen flying over the garrison and the commander, Hauptman Von Crailsheim (after attempting to secure free passage of his remaining men), surrendered unconditionally at 6pm that same day.

We can see just how formidable a task it was taking one of the Garua Forts. Fortunately a British officer at the surrender of Garua recorded his findings. *"The old fort,*





a strongly-fortified walled-in enclosure, was surrounded by a broad deep ditch, about 150 yards by 100 yards, containing bungalows, offices, and stores. The walls of the fort are of mud faced with cement and bricks, about 15ft. or 16ft high and a 4ft thick, embrasured for guns, sandbag loopholes all round. It contains underground bomb-proof shelters for the garrison; a deep

ditch filled with upright spears surrounds it, and outside this is a 12ft broad barbed-wire entanglement; beyond this an abattis of felled prickly acacia trees, and beyond this again a maze of 10ft deep circular holes cunningly covered over. Every bungalow is strongly fortified, and surrounded in the same way with barbed-wire entanglements and covered over pits."

#### GAMING NOTES STRONG POINTS

As is already described, the forts at Garua are very formidable and it will be no easy task to destroy them. It is suggested that only two of the strong points are to be portrayed on the tabletop, that of the 'old fort' down on the plain and one on the ridge. Other strong points on the map



# EARLY 20th CENTURY

can be classified as machine guns nests.

## MOVEMENT

All movement is to be reduced in unfavourable terrain, however this must not allow the game to get bogged down and so suggest uphill movement is only reduced by a quarter, whilst forest movement (off tracks) will be reduced by half. Mounted troops will not be allowed to enter forest areas unless following behind infantry.

## RIVERS

All movement in rivers, at this time in flood, is highly risky. Any attempt by foot troops to cross will have to be dived for. For every 12 figures crossing roll a d6. The resulting score equals the number of figures lost. Neither horse nor transport can attempt to cross. The Benue river is very wide and will take two turns to cross.

## BRIDGES

I have placed two bridges on the map for gaming purposes (unfortunately I could not locate a map of the battlefield area, but there must have been bridges somewhere along that stretch of the river).

The main bridge is damaged and will allow no more than 4 infantry figures per move to cross it.

Needless to say the Allied capture of this

crossing point could seriously affect German morale. A foot bridge has been added but this too can only carry three figures per move.

## ORDER OF BATTLE

Known Allied strengths at Garua is as follows. I could not locate German Strengths so have estimated to produce a balanced wargame. In order to field the maximum number of figures I have set a ratio of 1 figure being equal to 20 men. The majority of men in each company will of course be mainly native troops, but are considered to be of fighting quality, as long as their European officers are present.

### BRITISH

8 companies of infantry = 1,280 men = 64 figures

1 company of mounted infantry = 120 men = 6 figures

3 guns (inc. naval gun) = 120 men = 6 figures

9 machine guns = 180 men = 9 figures

Total 85 figures (1,700 men)

### FRENCH

3 companies of infantry = 480 men = 24 figures

1 squadron of cavalry = 80 men = 4 figures

2 artillery pieces = 80 men = 4 figures

2 mitrailleuses\* = 40 men = 2 figures

\*Wheel mounted machine guns. Total 34 figures (680 men)

### GERMAN

8 companies of infantry\* = 1,280 men = 64 figures

1 company of mounted infantry = 120 men = 6 figures

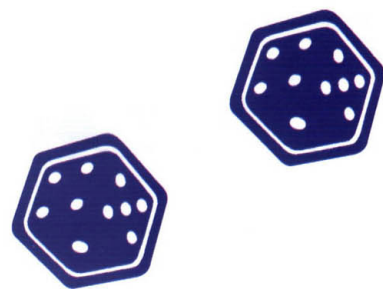
4 medium artillery pieces = 160 men = 8 figures

2 heavy artillery pieces = 80 men = 4 figures

4 machine guns = 80 men = 4 figures

\*The greater part made up by native troops.

Total 86 figures (1,720 men)



Figures from the collection of Chris Scott. Trench by Amera. Photography by Richard Ellis.



## War in Angola 1987

Continued from Page 39

towards the town of Cuito Cunavale. You have been reinforced with an additional mechanised infantry battalion and a squadron of Olifant tanks. The FAPLA 16th Brigade is exposed to attack and is isolated with no ready means of reinforcement. Your objective is to ensure that 16th Brigade is wiped out (at least 20 stands destroyed) and that at least one unbroken SADF battalion exits the west edge of the board by the end of the game. Do not incur heavy losses as this is still an "undeclared war" and there would be serious political repercussions in South Africa.

### 3.2 Attacker's Initial Forces and Setup: 20th South African Brigade (commanded by Col. Deon Ferreira)

All battalions are NATO 1st Line troop quality and Regular morale

#### Brigade HQ:

HQ stand in Truck

#### Recon Company:

2 Infantry stands

#### AA Support Company:

4 SAM-7 teams in Trucks (may be attached out individually to Battalions)

#### Combat Group Alpha (commanded by Commandant Mike Muller)

##### Battalion HQ:

HQ stand in Ratel-Command

#### 1 Support Company:

- 1 Ratel-Armoured Recovery Vehicle (ARV)
- 1 Engineer in Buffel
- 1 Ystervark SP 20mm Anti-Aircraft (AA)
- 1 Ratel-81 Self-propelled (SP) Mortar

#### 1 Anti-Tank Company:

2 Ratel ZT-3

#### 1 Infantry Company:

3 Ratel-20 Infantry Combat Teams

#### 1 Armoured Car Company:

2 Ratel-90 Armoured Cars

#### 1 Infantry Company:

3 Casspir Infantry Combat Teams

#### Combat Group Charlie (commanded by Commandant Leon Marais)

##### Battalion HQ:

HQ stand in Ratel-Command

#### 1 Support Company:

- 1 Ratel-Armoured Recovery Vehicle (ARV)
- 1 Engineer in Buffel
- 1 Ystervark SP 20mm Anti-Aircraft (AA)

#### 1 Mechanised Support Company:

- 2 Ratel-81 Self-propelled (SP) Mortar
- 1 Ratel-90 Armoured Car

#### 2 Infantry Companies, each with:

3 Casspir Infantry Combat Teams

#### 2 Infantry Companies, each with:

3 Ratel-20 Infantry Combat Teams

Artillery Support	Weapon Size	Defences				Indirect Fire			Fire Priority	Move
		DEF	CED	HD	AT	AI	MAX	RAP		
Ratel-81	81mm	3/2	2	0	1	4	50"	-	-	15"
120mm	120mm	5	-	0	2	5	60"	-	-	6"
mortar (tow)										
Valkiri MRL	127mm	2	2	0	4	7	150"	-	-	12"
G-5 (tow)	155mm	3 (5)	2	0	3	6	200"	-	-	6"
G-6 SP Howitzer	155mm	3/2	2	-1	3	6	200"	-	-	12"

### Unita Forces (20 SA Brigade)

#### Troop Quality – Third World

#### Morale Tests

Battalion Type	Morale	Starting Platoons	Add: Attachments	Total Platoons	Actual Losses	1/3	1/2	2/3
1st Regular Inf battalion	Green	10						
2nd Semi-Reg battalion	Green	8						
3rd Semi-Reg battalion	Green	8						

### UNITA Data Card

Name	Weapon Size	Defences				Direct Fire			Fire Priority	Move
		DEF	CED	HD	AT	AI	AA	ATGW		
107mm RR (tow)	107mm	5	-	0	8-9"	5-9"	-	-	A	6"
Infantry stand	Various	5	-	0	-	5-6"	-	4-3"	C	6"
MMG stand	Various	5	-	0	0-9"	5-9"	-	-	C	6"
Command stand	Various	5	-	0	-	-	-	-	-	6"
Truck	-	2	2	0	-	-	-	-	-	12"

Artillery Support	Weapon Size	Defences				Indirect Fire			Fire Priority	Move
		DEF	CED	HD	AT	AI	MAX	RAP		
82mm mortar	82mm	5	-	0	1	4	30"	-	-	6"
120mm mortar (tow)	120mm	5	-	0	2	5	55"	-	-	6"

#### 1 Armoured Car Company:

2 Ratel-90 Armoured Cars

#### 1 Tank Squadron (E Squadron, School of Armour):

3 Olifants

#### 20th SA Artillery Regiment (Colonel Lausberg):

##### Battalion HQ:

HQ stand in Truck

#### 2 G-5 Batteries (Sierra & Quebec Batteries) with 12 turns of ammunition:

2 G-5 Howitzers & Trucks with a Forward Observer (FO)

#### 1 G-6 Battery (Juliet Battery) with 12 turns of ammunition:

1 G-6 SP Howitzer with a FO

#### 1 Multiple Rocket Launcher (MRL) Battery (Papa Battery & India Troop) with 12 turns of ammunition:

3 Valkiri MRL's with a FO

#### 1 Mortar Battery (Romeo Battery) with 12 turns of ammunition:

2 120mm Mortars & Trucks with a FO

- Combat Group Charlie enters the board on Turn 1 from north edge.
- Combat Group Alpha is to be held in

Reserve and may only enter the east edge of the board from Turn 6

- No other Outflanking or Reserves are allowed.
- All artillery in the 20th Artillery Regiment is set up off-board, with only the FO's entering the board on Turn 1 from the north edge of the board or the FO's may be assigned to any South African Combat Group.
- A further five companies of 32 Battalion were attached to the 20th SA Artillery Regiment but are not relevant to this scenario (they were providing ground protection for the artillery) and so are not shown in the Order of Battle lists above.

Elements of the UNITA forces in southeast Angola. All UNITA battalions are Third World troop quality and Green morale.

#### 1 Regular Infantry Battalions, with:

##### Battalion HQ:

1 HQ stand

#### 1 Support Company:

- 1 Medium Machine Gun (MMG) stand
- 1 120mm mortar stand & Truck
- 1 107mm RR & Truck

#### 3 Infantry Companies, each with:

2 Infantry Stands

#### 2 Semi-Regular Infantry Battalion:

##### Battalion HQ company:



## Angolan Data Card

Name	Weapon Size	Defences				Direct Fire			Fire Priority	Move
		DEF	CED	HD	AT	AI	AA	ATGW		
T-55	100mm	8/3	2	0	8-15"	5-15"	-	-	A	9"
PT-76	76mm	3/2	2	0	6-12"	5-12"	-	-	A	9"a
BRDM-2	HMG	3/2	2	0	1-9"	5-9"	HS-9"	-	A	12"a
Sagger Stand	ATGW	5	-	0	-	3-6"	-	3-30"	A	6"
PT-76	76mm	3/2	2	0	6-12"	5-12"	-	-	A	9"a
BMP-1 ICT	Various	4/3 6	2	-1	3-9	5-9"	1-90"	3-18"	B	12"a
BTR-60 ICT	Various	3/2 5	2	-1	1-9"	5-9"	1-90"	4-3"	B	12"a
D30 Howitzer (tow)	122mm	5	-	0	6-9"	7-9"	-	-	B	6"
76mm Howitzer (tow)	76mm	5	-	0	4-9"	4-9"	-	-	-	6"
HQ Stand	Various	5	-	0	-	-	-	-	-	6"
Infantry Stand	Various	5	-	0	-	5-6"	-	4-3"	C	6"
Engineer Stand	Various	5	-	0	-	4-6"	-	4-3"	C	6"
82mm RR (tow)	82mm	5	-	0	5-9"	5-9"	-	-	C	6"
MMG stand	Various	5	-	0	0-9"	5-9"	-	-	C	6"
ZU-23 AA Gun (tow)	23mm	5	-	0	4-15"	6-15"	2-15"	-	D	6"
SAM-7 Team	SAM-7	5	-	0	-	3-6"	1-90"	-	D	6"
Truck	-	2	2	0	-	-	-	-	-	12"

## DEFENDER'S INFORMATION:

## 4.1 Defender's Briefing:

The 1987 offensive against UNITA was stalled on the banks of the Lomba River in September 1987 and the loss of the 47th Mechanised Brigade has led to a tactical withdrawal northwards. While preparing for a renewal of the offensive, your scouts have located a large South African force heading straight at your positions. You are to disregard your previous orders to attack towards the east and prepare to defend your positions. In order to win, you need to hold your positions until the end of the game or prevent the South Africans from exiting the west board edge.

## 4.2 Defender's Initial Forces and Setup

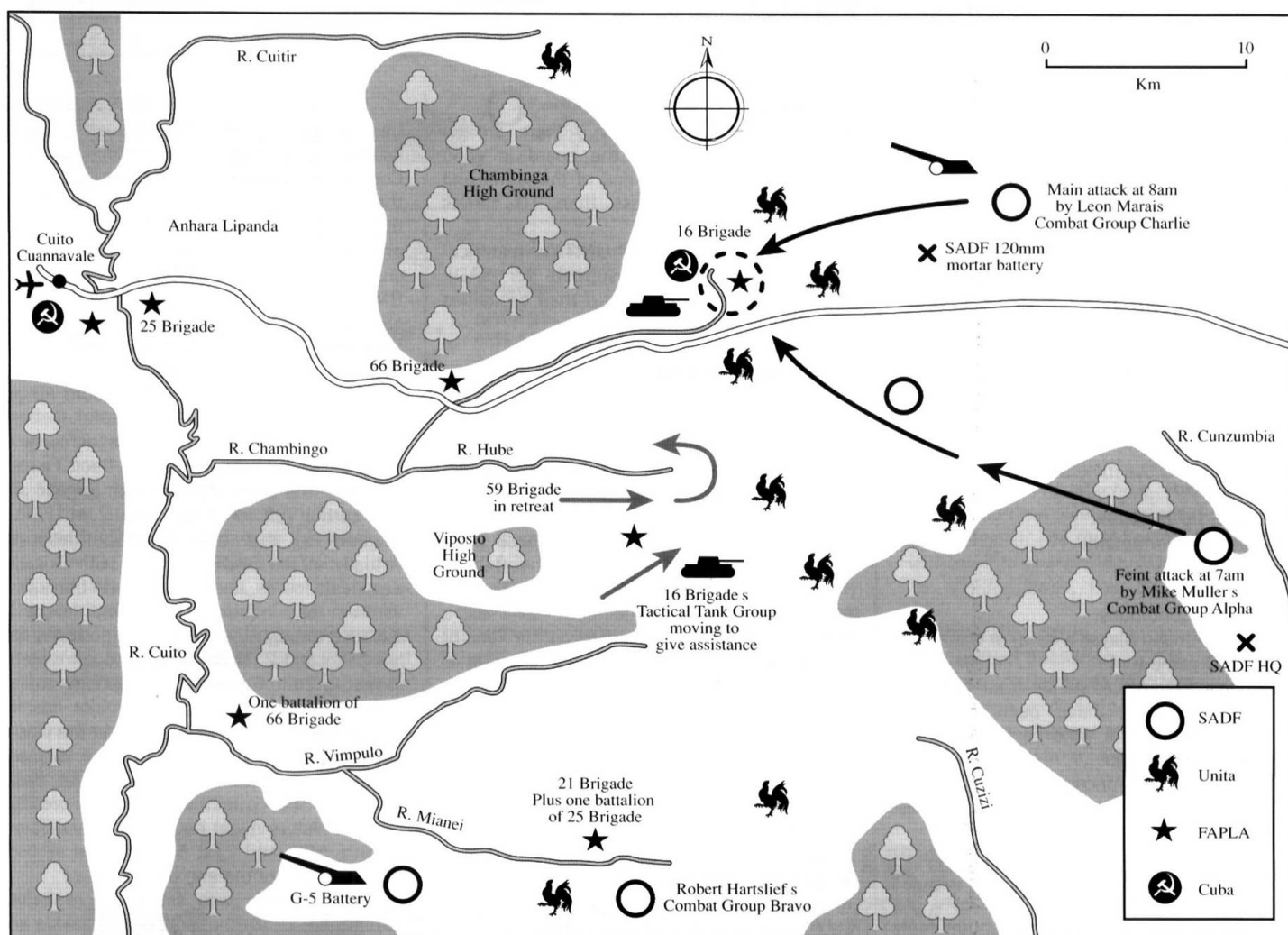
**16th Mechanised Infantry Brigade.** All battalions are Third World Troop Quality, with Regular Morale:

## Brigade HQ:

1 HQ stand in truck

## 1 Recce Company:

3 BRDM-2



1 HQ stand  
1 82mm mortar stand

**3 Infantry Companies, each with:**  
2 Infantry Stands

- All UNITA battalions enter from the north edge of the board from Turn 1.
- No Outflank or Reserve orders may be given to UNITA battalions.

## 1 AA Company:

2 ZU-23 AA gun  
2 HMG stands  
2 SAM-7 stands



# MODERN

## 1 Anti-tank Support Company:

- 1 Sagger Stand
- 1 82mm RR

## 1 Engineer Company:

- 2 Engineer stands in Trucks

## 1 Artillery Company (with 8 turns of ammunition):

- 2 D30 122mm Howitzers & Trucks
- 2 76mm Howitzers & Trucks

## 1 Artillery Company (with 8 turns of ammunition):

- 2 120mm Mortars & Trucks
- 2 BM-21 MRL

## 1 Support Group:

- 1 HQ stand in truck
- 4 T-55
- 1 BMP-1 Infantry Combat Team
- 2 PT-76

## 1 Mechanised Infantry Battalion:

- 1 HQ stand in BTR-60
- 1 82mm mortar stand with truck

## 3 Infantry companies, each with:

- 2 BTR-60 Infantry Combat Teams

## 2 Motorised Infantry Battalions, each with:

- 1 HQ stand in truck
- 1 82mm mortar stand with truck

## 3 Infantry companies, each with:

- 2 Infantry stands in Trucks

All units of the 16th Brigade start the game on the board. One motorised infantry battalion (plus any attachments) must set up in the east half of the board with Defend orders. All other battalions must set up in the west half of the board with Defend orders.

All stands start the game set-up in Entrenchments (-1 on the Combat Chart).

The FAPLA player has 12 inches of minefields which can be placed anywhere on the board as long as it is within 6 inches of a FAPLA stand. These minefields are not hidden.

## REFEREE'S INFORMATION:

### 5.1 Special Information:

None

### 5.2 Victory Conditions:

The South African player wins if, at the end of the 17h30 game turn:

- At least 20 FAPLA stands from the 16th Infantry Brigade have been destroyed (including any that were destroyed due to morale failure) *And*
- The 20th South African Brigade has exited at least one unbroken battalion off the West edge of the board *And*
- No more than seven South African stands have been destroyed.

If any, or all, of these three requirements are not met, the FAPLA player wins.

The scenario is written for two players but you could very easily add a third player as the UNITA commander. The SADF's relationship with UNITA was not always smooth and you could use the following victory conditions for the UNITA player to make things more

Artillery Support	Weapon Size	Defences				Indirect Fire			Fire Priority	Move
		DEF	CED	HD	AT	AI	MAX	RAP		
76mm Howitzer (tow)	76mm	5	-	0	1	4	120	-	-	6"
82mm mortar	82mm	5	-	0	1	4	30	-	-	6"
120mm mortar (tow)	120mm	5	-	0	2	5	55"	-	-	6"
BM21 MRL	122mm	2	2	0	4	7	150	-	-	9"
D30 Howitzer (tow)	122mm	5	-	0	2	5	150	-	B	6"

Tactical Air Support	Weapon Size	Defence	Weapons			
			CAN	RKTS	BOMB	ICM
Mig 23	Various	5	4	4	4	4

## Angola Roster Sheet Troop Quality – Third World

Battalion Type	Morale	Starting Platoons	Add: Attachments	Total Platoons	Actual Losses	Morale Tests		
						1/3	1/2	2/3
Support Group (16 Brig)	Regular	7				N/A		
1st Mech Inf Bat (16 Brig)	Regular	8				N/A		
2nd Inf Battalion (16 Brig)	Regular	8				N/A		
3rd Inf Battalion (16 Brig)	Regular	8				N/A		

interesting:

- The UNITA player wins if there are no FAPLA battalions on the board in good morale status at the end of the game and UNITA have lost less than 10 stands destroyed.

This will encourage UNITA's historical behaviour of providing support for SADF attacks but then pulling out if their casualties started to increase.

### 5.3 Historical Outcome:

An early morning strike by F1AZ Mirage fighter-bombers kicked off the South African attack. A diversionary effort by Combat Group Alpha had drawn FAPLA's attention to its southern flank and Combat Group Charlie then advanced to contact. The South Africans were hindered in their attack by the dense bush which kept combat ranges to as low as 100m.

Combat Group Charlie was diverted away from the main FAPLA defence zone as a number of T-55's were spotted on the flank of the advance. Within minutes of ordering E Squadron forward, an Olifant shot out a T-55, the first enemy tank to fall to a South African tank since 1945 in the Italian campaign during World War 2. The SADF tanks and Ratels overran infantry positions and cleared out all resistance on their flank but this delayed the main attack by two hours. By the time the main attack got under way it was 10am and the dug-in FAPLA positions occupied by the main body of 16th Brigade provided much stronger resistance. Dug-in FAPLA infantry with 23mm AA guns caused losses to the SADF infantry and a Ratel was destroyed by a T-55 at point-blank range. In addition, the heavy FAPLA artillery support and frequent attacks by FAPLA Mig's caused constant difficulties for the SADF when they tried to advance on the FAPLA positions.

By early afternoon, the FAPLA battalions had retreated and the SADF was left to tend to its wounded and retrieve its damaged vehicles. Combat Group Charlie did not press on through the abandoned positions of 16th Brigade as they had been ordered to halt on the battlefield and consolidate their gains. 16th Brigade sustained heavy losses including 13 T-55's, 2 BM-21 MRL's and numerous other smaller guns and trucks. Over 75 FAPLA dead were left on the battlefield. Given the SADF's losses of seven killed and one Ratel destroyed, the balance sheet indicated a clear South African victory.

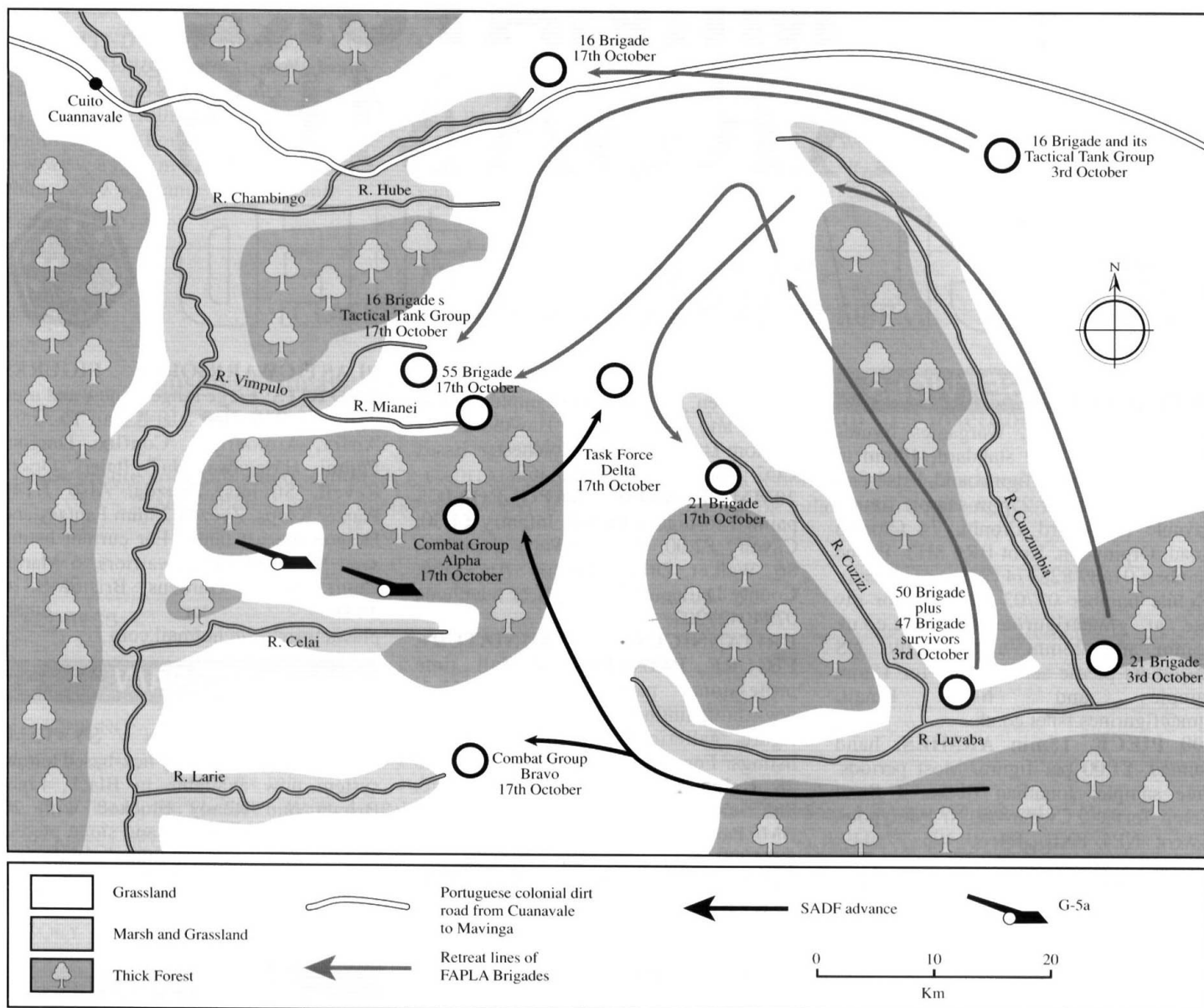
Nonetheless, the attack was a failure in terms of the objectives Colonel Deon Ferreira had set – the elimination of 16th Brigade and the cutting off of 59th and 21st FAPLA Brigades so that they could be destroyed virtually at the SADF's whim. 16th Brigade, despite its losses, had escaped with the bulk of its men and equipment and the failure to advance through the abandoned positions had left 59th and 21st Brigades an open route of retreat to Cuito Cunavale. The decision to halt Combat Group Charlie was a major mistake and proved to be a turning point in the war. It gave FAPLA's forces a reprieve and made further advances by the SADF far more difficult. Subsequent military as well as political history might have been very different if 16th, 59th and 21st Brigades had all been destroyed before the end of 1987.

So the stage was set for more battles around the approaches to Cuito Cunavale and the Cuito River in late 1987 and the first three months of 1988.

## FIGURES, TERRAIN, RULES AND NOTES FOR THE SCENARIO:

This scenario is designed for Modern Spearhead but can be used for any set of





modern rules that has a scale of one model representing a platoon (Command Decision or Corps Commander could also be used).

The figures I use are 1/300 scale, which I find the most cost-effective scale for representing modern warfare at this level and are a mixture of Navwar, Heroics & Ross (both supplied by Spirit Games, their website is [www.spiritgames.com](http://www.spiritgames.com)) and Scotia Grendel (obtained directly from Scotia via their website at [www.scotiagrendel.com](http://www.scotiagrendel.com)). Scotia Grendel has a very good selection of modern South African vehicles and artillery in 1/300 scale.

The FAPLA Mig's and artillery will have to be used to keep the SADF and UNITA at an arm's length. The SADF player has excellent artillery support but does not have many tanks

with which to fight the FAPLA T-55's. The restriction on how many losses the SADF player can take will encourage the historical tactics of advancing slowly to contact, with UNITA infantry battalions leading the advance and then calling in the artillery to hammer FAPLA before closing in for the kill. This works fine until the UNITA forces start taking heavy losses and then UNITA tends to be more reluctant to lead in any attacks! The SADF player will also have to make sure that his anti-aircraft defences are always covering his manoeuvre battalions because a successful Mig-23 attack can cause heavy losses.

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MINIATURE  
WARGAMES 51



# FIGURE REVIEWS

by Adrian Hussey and Patrick Stainrod

## 28MM FRENCH INDIAN WARS INDIANS AND RANGERS

From Redoubt Enterprises, Unit 2, Glennys Industrial Estate, 158 Latimer Road, Eastbourne, East Sussex BN22 7ET



Photographed are (I believe) F&I 16 Warriors charging with clubs/hatchets, F&I 35 Rangers firing muskets and F&I 36 Rangers loading muskets. Each pack is 6 figures and costs £5.

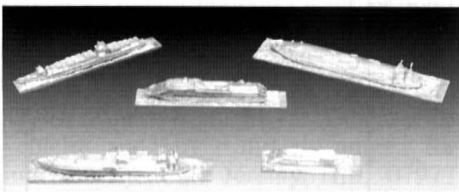
Typical of Redoubt figures, these are large 28mm, plus a bit for the base and hats. Indeed, one of the Indians, from the sole to top of his head, is 34mm. Casting is generally clean, though there are some mould lines and minor bits of flash visible. One of the firing rangers has a fairly large chunk of metal between his coat and hatchet stave, which you may want to carve away.

I liked the Rangers – they struck me as well-proportioned and well-animated. I'm not so sure about the Indian warriors. On the plus side they convey a sense of movement and ferocity – each one brandishing a weapon in each hand and clearly intent on doing somebody a mischief. On the minus side, they don't look quite right to me, perhaps too muscle-bound in the arms and shoulders and too small in the midriff. Some of them also seem to have a very low, loping movement.

Worth a look, particularly for those interested in skirmish-level games in this period. **AH**

## 1/600TH CIVILIAN SHIPPING

By Magister Militum, Unit 4, The Business Centre, Morgans Vale Road, Redlynch, Salisbury, Wilts SP5 2HA ([www.magistermilitum.com](http://www.magistermilitum.com))



An unusual offering from Noble (Hallmark), our photo shows the New Vanguard (crude oil carrier), Sea Land Finance (fast container ship), Puteri Intan (liquid natural gas carrier), Sun Princess (luxury cruise liner) and Stena Explorer (high speed ferry).

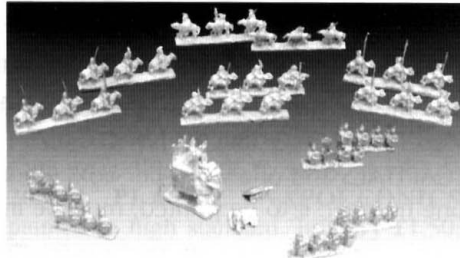
The Sun Princess and Stena Explorer come as a pack. With the others, you get two versions of the same ship in each pack – one with a full load, the other in ballast. A nice idea and very effective on the New Vanguard and Sea Land Finance, though I couldn't see any real difference on the Puteri Intan. Another nice touch is the separate base supplied for each ship, with the bow waves etched into it. It gives you the option to use the base or not and, if you do, makes painting easier.

Casting quality and detail are simply gorgeous.

I don't have pricing details but contact Magister if these (ahem) float your boat... **AH**

## 6MM SUCCESSORS

From Baccus 6mm, Unit C, Graham House, Bardwell Road, Sheffield S3 8AS, England ([www.baccus6mm.com](http://www.baccus6mm.com))



Pictured are Theurophoros and Thracian infantry, Greek, Tarantine, Seleucid Agema and Cataphract cavalry and a Seleucid elephant. The range also currently includes imitation legionaries and phalangites.

Casting quality and level of detail on the infantry and cavalry are excellent. By comparison, the detail and definition on the elephant and its mahout are not quite so good – but we're talking about rating it 3-4 stars rather than 5! A nice touch is that the two side walls of the elephant's fighting tower are supplied separately, each with one crew member moulded to it. This provides more definition of the tower interior and crew and makes painting easier.

Infantry comes in packs of 20 bases (of 4 figures) at £3.30, cavalry packs of 15 bases (of 3 figures) at £4.70 and elephants in packs of 2 for £1.60.

Highly recommended. **AH**

## W.S.D. MINIATURES

'B' Movie sci-fi figures. 28mm £1.50 per figure or £10.50 for all eight.



These figures are the first in a new line for W.S.D. Sculptured by their own Bob Olley and with much, much more to come including 'unconvincing robots', they are straight out of the old 1950s Flash Gordon vs Ming the Merciless type films.

First up is Dick Garrison, DG01, hero with raised pistol. His classic ray gun come hairdryer and lightning strike belt buckle is not enough to strike fear into his enemies. The pose is far too static even for a tongue-in-cheek range. This said, the sculpting is crisp and clean and the figure would be quite easy to paint up.

My favourite of the range is DG02, Khang The Compassionless (Evil Emperor). Fu Man Chu facial hair, wicked eyebrows, winged flowing cape and thigh length boots add up to a wonderful figure. The detail and thought that has gone into this figure are in direct contrast to the Hero figure. This is a figure worth buying and painting up even if you never use it with the rest of the range.

DG03: Felicity Goodbody. Armed with the female version of the ray gun come hairdryer, her flowing locks give her a windswept look, the hand on hip and jaunty left leg give her a rather hapless appearance.

DG04: Kassiopeia, Khang's beautiful daughter. Armed with an even smaller ray gun and dressed in native American-type garb, the figure has movement and poise and is another winner.

DG05 and DG41: Prince Borain of Disidia and a Disidian trooper. Disidia arms its troopers with ray guns resembling a crossbow, the prince has the pistol variety plus a sword, the trooper has the rifle. Both figures are lively with characterful poses and flowing clothing, great detail and good facial sculpting – well done.

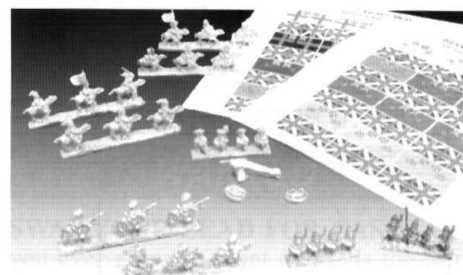
DG31: Khang trooper advancing with rifle at the ready. Over the top uniform plus a helmet which manages to look as ridiculous as it looks functional, this is a good figure which needs a few more mates to create a brilliant-looking regiment for almost any non-too-serious Sci-Fi game.

DG21: League of Nations Space Navy trooper with rifle. If the future of the Universe is in the hands of this guy plus our hapless hero, all is lost. The figure is well sculptured and has some great details, especially the helmet. It also has movement but the rifle looks very awkward – I hope that further troopers will suffer a little less from stage fright.

All in all, a very promising first batch of figures. I look forward to seeing more of the range and hope that the range of evil foes continues to be of such high quality – perhaps we might even get a hero in a more dynamic pose? **PS**

## 6MM SEVEN YEARS WAR BRITISH

From Baccus 6mm, Unit C, Graham House, Bardwell Road, Sheffield S3 8AS, England ([www.baccus6mm.com](http://www.baccus6mm.com))



The photo shows grenadiers, artillery, horse, dragoons, light dragoons and flag sheets from Baccus' new SYW British range. Not pictured but also available are line infantry.

Given the size of the figures (head to toe I make them 7-8mm), the casting quality is impressive. With the exception of the gun, which had a fairly thick but easy to remove chunk of flash on the bottom, the figures needed no further cleaning up. Attaching the wheels to the gun was a slightly fiddly process, but less so than I expected. The only real work required would be to separate the cavalry, which are supplied on a 3-deep base. The bases are about 1mm thick, so you'll need to chop through them.

The level of detail is similarly impressive. Faces, crossbelts, equipment and other fine details are clearly distinguishable – the more so if you apply a very thin black wash to the figures.

Infantry comes in packs of 20 bases (of 4 figures) at £3.30, cavalry packs of 15 bases (of 3 figures) at £4.70, artillery in packs of 4 bases for £2. There are two infantry flag sheets, each of which gives you 24 full colour flags for £1.25.

Baccus also produce all the other major European SYW powers. Simply put, if you want to do the SYW in 6mm, check these out. **AH**



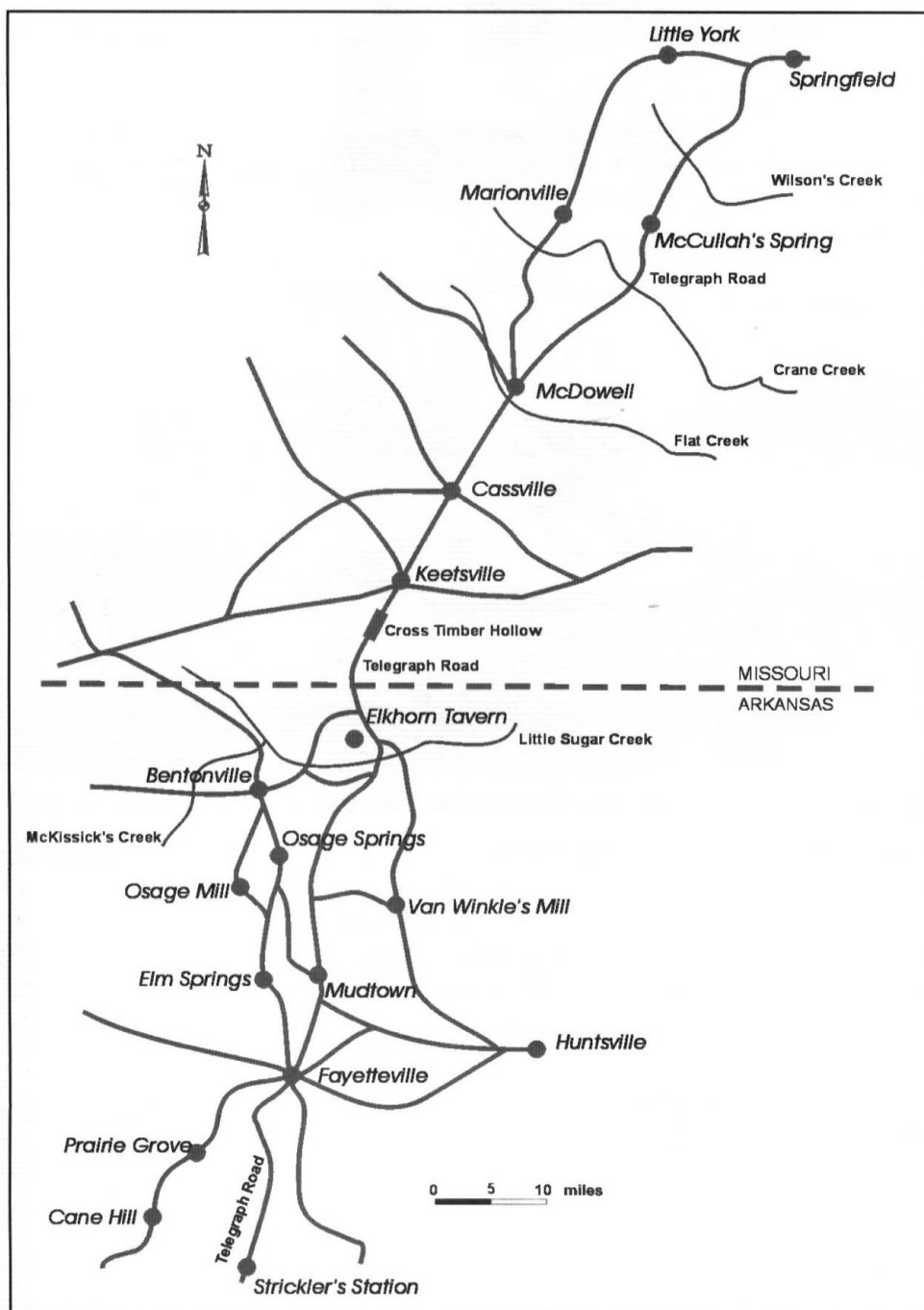
# WARGAMING THE PEA RIDGE CAMPAIGN

## Part Two: Leetown, March 7th 1862

by George Anderson

"... I did not run, but I walked very fast."

*Maj. Lawrence S. Ross, 6th Tex.*



### BACKGROUND

On the morning of March 7, 1862 a Federal Reconnaissance forced back some Rebels out on the Ford Road, west of Elkhorn Tavern, very shortly they in turn were halted at the sight of a highway full of Confederate infantry, artillery and cavalry, jam packed and moving east. Samuel Curtis, the Union commander, encamped at Little Sugar Creek was unaware that his men had sighted what was a large turning manoeuvre, aimed at putting the whole Rebel army in his rear while he was convinced most of it was to the south behind the creek.

After deliberating with his officers Curtis sent a portion of his army under Colonel Peter Osterhaus to intercept the Rebels and if possible to engage and destroy them. As Osterhaus' column was being prepared, further news came in that another Confederate force was coming from the north and closing on Elkhorn Tavern, surprised, Curtis fortuitously found a large body of Union troops outside his tent, armed, deployed and ready to move under Colonel Grenville Dodge, an officer who had gathered his troops on his own initiative after skirmishing with Rebels on Ford Road the previous night. Curtis instructed Dodge's superior Colonel Eugene Carr, to take charge and make all haste north, the Army of the Southwest was now in three separate detachments and Curtis was unsure of what was going on.

Osterhaus took his men north and pushed ahead with his cavalry, passing Oberson's field he ordered his infantry to deploy on the open ground. When the cavalry emerged from the woods around the Foster Farm it was to the grand sight of a mass of armed men marching east, Osterhaus immediately took the decision to attack, cannon fire could already be heard from the direction of Elkhorn Tavern as Carr engaged Van Dorn. It was shortly before noon.

McCulloch also heard the sound of battle from Elkhorn Tavern and his attention was focused on this when the Union cavalry arrived on his flank, the crash of cannons brought down several of his cavalrymen as the whole column halted in disarray. The Confederates recovered from their shock very quickly, Rebel artillery began to answer the Union pieces as their cavalry lined up for a charge. The Texans overwhelmed Bussey's cavalry and the Federals were swept away by sheer weight of numbers. Osterhaus rode back



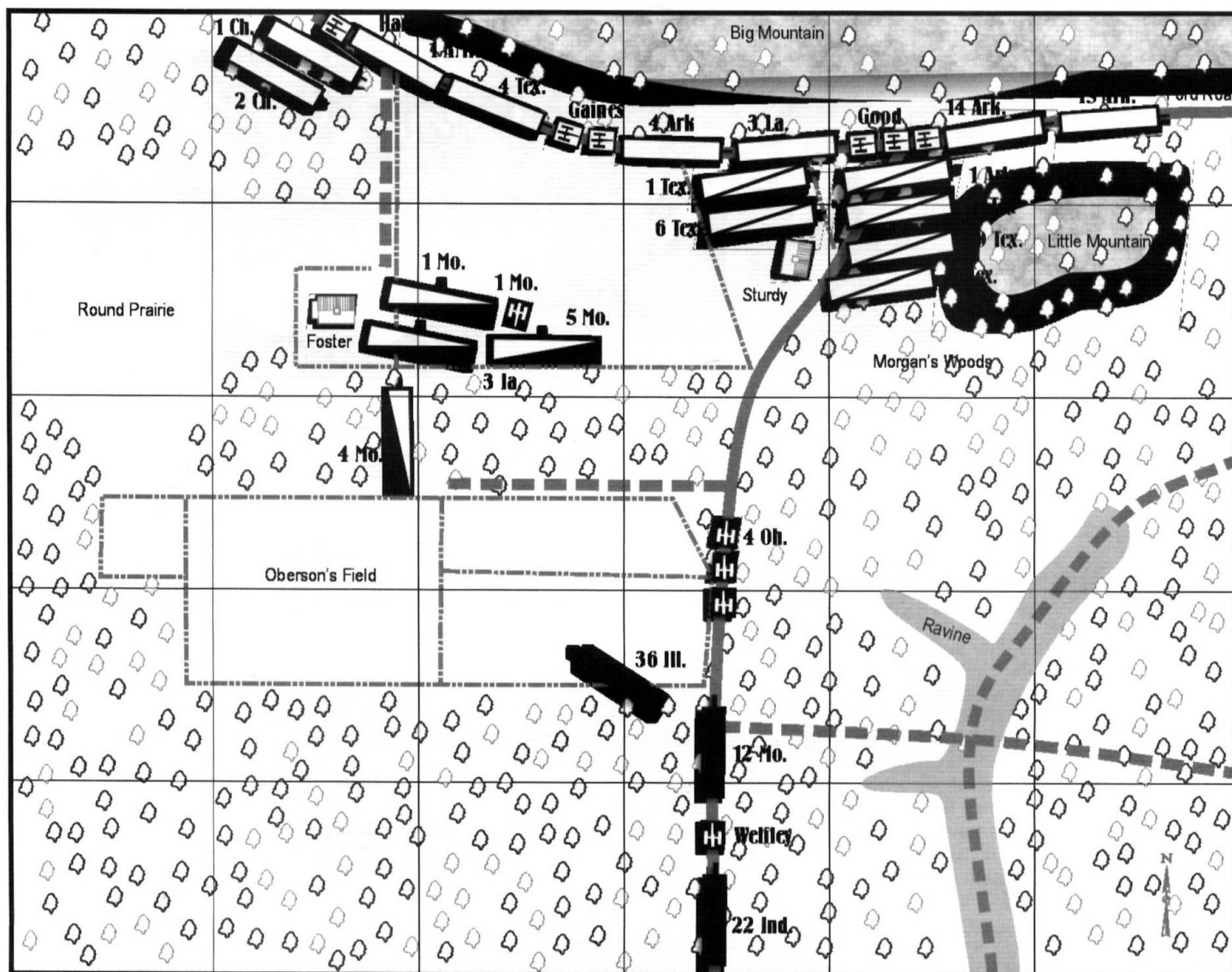
to the infantry line to prepare them for the worst, with this in mind Colonel Greusel deployed his foot soldiers along the southern edge of Oberson's field. Astonishingly Osterhaus was given the time to line up his infantry supported by two batteries and also set about rallying as many terrified cavalrymen as he could. Worried by the lull the Federals fired several salvos into the woods in order to hopefully disrupt any preparations the Rebels were making for an attack. These more or less blind shots frightened Pike's Indians so much that they fled the field and were of no more use during the battle. Despite the random shots and the steady trickle of casualties McCulloch formed his infantry into line of battle from Little Mountain to Foster's Farm in preparation for a frontal attack on the Federal position.

command thereafter devolved on James McIntosh.

McIntosh now gave the command to advance, however he did not coordinate the movement with the Confederate left and, as McCulloch had done, went forward into the front ranks as they stepped out. Impatient as his exhausted troops strode slowly forward McIntosh spurred ahead and found himself at the edge of Oberson's field and a target of the deadly 36th Illinois, once again this regiment claimed a southern general. Demoralised, the Rebels fell back to their starting position, for whatever reason no one on the Rebel right would take any initiative and after a feeble conference decided to sit and wait for Hebert, who was next in line for command, Hebert of course was blissfully unaware that the attack had stalled and both McCulloch and McIntosh

Despite his problems Hebert was still in an excellent position to roll up Osterhaus' exposed right flank.

Just as Hebert's troops were about to fall on the Union flank, Jefferson Davis arrived with much needed reinforcements which were quickly ordered to extend the Federal right and therefore block Hebert's advance. In the poor visibility afforded by the woods and with no skirmishers to their front both sides blundered into each other as Davis moved to counter Hebert's threat, a heated firefight broke out at almost point blank range as both sides stood their ground. Slowly however, the Federals began to give ground, at just this time further Union troops arrived to bolster the front line, but they marched out to the east away from the main fight. Incredibly Hebert's exhausted, confused infantry



McCulloch, wearing a black velvet suit, brown hat and tall boots and looking for all the world like a gentleman out for game left his staff and astonishingly but typically went forward into the trees on his own to feel out the Yankee position. Minutes later a volley from the 36th Illinois sent him crashing to the ground shot through the heart, no one in his command knew anything about it as no one had accompanied him. The noise caused the 16th Arkansas to advance and after a time someone literally fell over McCulloch's body, it was decided to keep his death a secret and

were dead.

Around 2 p.m. hearing the sound of musketry off to his right, Hebert began what he thought was his part in the general advance of the army, he was in fact on his own with no support and no idea of what was going on elsewhere on the field. Staff officers sent to inform him of the situation got lost in Morgan's Woods. The dense undergrowth soon threw the neat Confederate line of battle into disarray, Union artillery, no longer threatened from their front turned and began to loose rounds into the woods further disrupting Hebert's advance.

managed to continue forward as the Yankees fell further back. The Union right was hanging by a thread, Hebert needed help if the battle was to be won, sadly for his weary troops they were the only Confederates now fighting. The Federals out to the east now turned and came in on Hebert's left while those to his front and right either stood their ground or were reinforced. Caught in a vice and with nothing left to give Hebert's brave men abandoned the fight.

The story on the Rebel right while Hebert was fighting his lonely battle was a story of





*Leetown, Union troops struggle to hold the fence line. 28mm Redoubt figures painted by Matt Slade. Photography by Richard Ellis.*

mind numbing incompetence seldom seen on a battlefield. Albert Pike who could barely control his Indians was now the next in line for command, he dodged this responsibility until around 3 p.m. it took only half an hour for Pike to assume that all was lost and that the army must retrace its steps and take a north-easterly route in order to join Van Dorn. Taking just over three thousand men with him Pike lost twelve hundred of them when, rather than follow his lead they turned west and headed for the army's trains. Several other Texas and Arkansas units refused to follow and remained on the battlefield. Colonel Elkanah Greer of the 3rd Texas Cavalry eventually took command and as the evening wore on gathered together those troops along with Hebert's survivors and grudgingly led them back the way they had come.

### THE WARGAME

The game begins at 12 noon, as the Union cavalry advances to strike the flank of the Rebel column, and ends as darkness arrives at 7 p.m. The battle was over long before nightfall however I don't expect in a wargame that both McCulloch and McIntosh will have the good sense to die at the same time and subsequently all their forces stand still. To balance this I have extended the time to

include the arrival of further Union reinforcements under Franz Sigel. You could if you wanted allow rules which would make troops under McCulloch's direct control have to meet certain criteria in order to advance, but that's up to you, there are several different ways to play this battle. This was a particularly harrowing campaign for the Confederates, they began two days of fighting, cold, tired and hungry, having lost touch with their supply trains. Despite the hardships the Rebel soldiers when they did fight, fought as bravely as their Yankee counterparts. Because of this I have not tampered with Confederate morale to try and reflect their suffering, if you disagree lower all Rebel morale ratings by one. At least half of the Indians on the field did not have horses, the easiest way of producing this would be to have one unit entirely mounted and the other on foot.

### DEPLOYMENT

Initial set-up is as per the map. Reinforcements for the Federals arrive on the Leetown Road as follows: White's Brigade 1:30; Pattison and the 18th Indiana 1:45; Meszaros 2:15; Sigel's Column 4:30; Sigel 5 p.m. The tail of the Confederate column, behind Hart's Battery, arrives in the following sequence; 2nd Arkansas Mounted Rifles, 17th

Arkansas, 16th Arkansas and Provence's Arkansas Battery. You may find difficulty, because of the length of march columns, of putting the cavalry on table as per the map, if this is not possible then deploy what you can as close to the map deployment as possible and remember that, if left off table, Pike's Indians will arrive directly behind McIntosh's cavalry. Drew's Mounted Rifles arrive on table dismounted, leading their horses.

### TERRAIN

This is fairly closed in with light woods covering most of the ground; place a few clumps of heavier forest in Morgan's Woods. Visibility in the woods should be increased slightly due to the lack of foliage on the trees. The fields are open. Little Mountain is considered broken, all other slopes and the bottom of the ravine are rough. On the wargame map the grid is twelve inches square and the hatched lines are trails, the rest is self explanatory.

### VICTORY CONDITIONS

The Federals must inflict 30% losses on the Rebels, at this point they will withdraw either back the way they arrived or along the Ford Road. The Confederates must simply survive for a draw or inflict 40% casualties on the Yankee forces to win



**ORDER OF BATTLE****UNION**

Army of the Southwest

## First Division

Col. Peter J. Osterhaus, average, +1

## Second Brigade

Col. Nicholas Greusel, average, +1

36th Ill. 800 men, RM(p), green

12th Mo. 360 men, RM(p), green

## Artillery

4th Oh. Bty. 4x6lb JR, 2x12lb H, green

Welfley's Mo. Bty. 3x12lb H, green

## Third Division

Col. Jefferson C. Davis, average, +1

## First Brigade

Col. Thomas Pattison, average, +1

18th Ind. 460 men, RM, average

22nd Ind 400 men, RM(p), average

## Second Brigade

Col. Julius White, average, +1

37th Ill. 500 men, RM(p), average

59th Ill. 460 men, RM, green

A, 2nd Ill. 2x6lb JR, 2x6lb SB, 2x12lb H, average

## Cavalry

Meszaros' Btn., 4th Mo. 240 men, BLC(p), green

## Bussey's Cavalry

Col. Cyrus Bussey, average, +1

3rd La. 220 men, BLC(p), green

Ellis' Btn., 1st Mo. 200 men, RM(p), green

Howe's Btn., 4th Mo. 100 men, BLC(p), green

5th Mo. 100 men, BLC(p), green

1st Mo. Flying Art. 3x12lb JR, green

## Sigel's Column

Brig. Gen. Franz Sigel, poor, +1

25th Ill. 400 men, RM(p), average

44th Ill. 380 men, RM(p), green

15th Mo. 460 men, RM, green

Jacoby's Section, Welfley's Mo. Bty. 2x12lb

SB, green

**CONFEDERATE**

McCulloch's Division, Army of the West

Brig. Gen. Benjamin McCulloch, average, +2

## Hebert's Brigade

Col. Louis Hebert, average, +1

1st Ark. Mtd. Rifles (dsmt), 460 men, SB, average

2nd Ark. Mtd. Rifles (dsmt), 400 men, SB, average

4th Ark. 540 men, SB, average

14th Ark. 400 men SB, green

15th Ark. 380 men, SB, average

16th Ark. 360 men, SB, green

17th Ark. 320 men, SB, green

3rd La. 460 men, RM, elite

4th Tex. Cav. Btn. (dsmt) 200 men, SH, green

## McIntosh's Cavalry Brigade

Brig. Gen. James M. McIntosh, average, +1

1st Ark. Btn. 240 men, RM, green

1st Tex. Btn. 300 men, SH, average

3rd Tex. 600 men, BLC(p), average

6th Tex. 640 men, SB, green

9th Tex. 520 men, SB, green

11th Tex. 440 men, SH, average

## Artillery

Gaines' Ark. Bty. 2x12lb JR, 2x12lb H, green

Hart's Ark. Bty. 4x6lb SB, green

Provence's Ark. Bty. 2x12lb H, 2x6lb SB, green

Good's Tex. Bty. 4x12lb SB, 2x12lb H, green

## Pike's Indian Brigade

Brig. Gen. Albert J. Pike, average, +1

1st Cherokee Mtd. Rifles 300 men, SB, militia

2nd Cherokee Mtd. Rifles 460 men, SB, militia

Welch's Tex. Cav. Sqdn. 200 men, SH, green

## Key:

SB smoothbore musket/cannon

RM rifled musket

BLC breach loading carbine

SH shotgun

H howitzer

JR James rifle

(p) poor quality weapon



*Bitter fighting at the foot of Little Mountain. Photography by Richard Ellis.*